

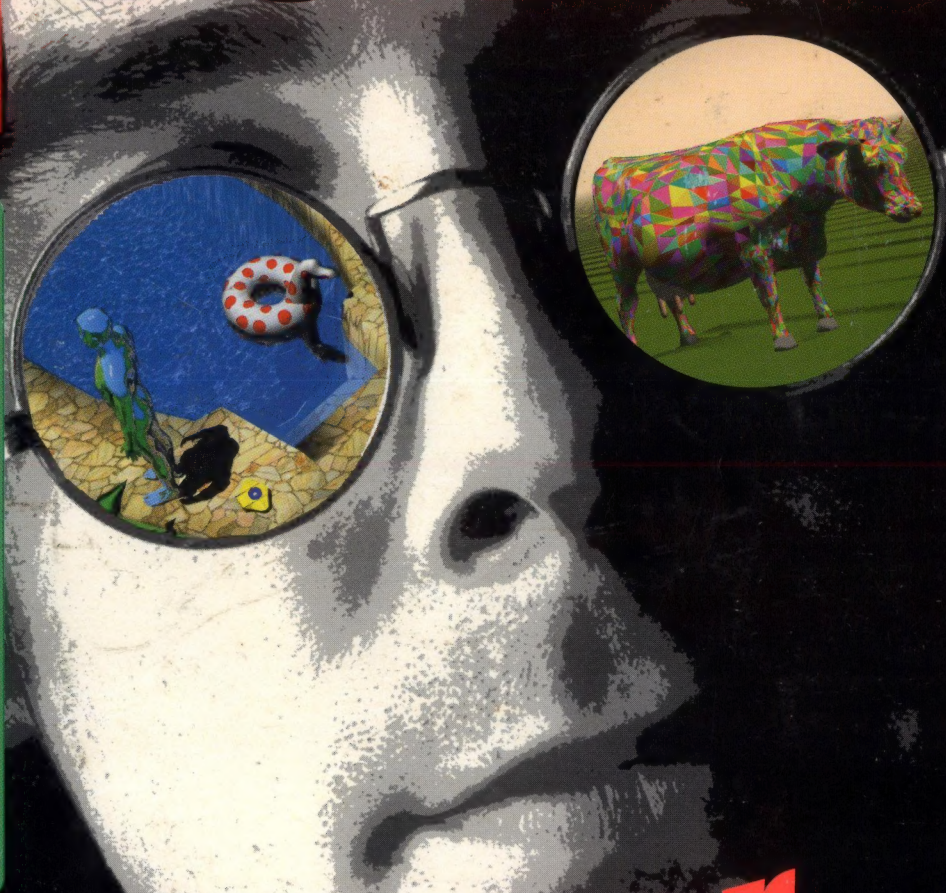
THE WORLD'S BEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

ISSUE 53 ■ DECEMBER 1993 ■ £3.95

93% Complete version of
Impulse's incredible
3D ray-tracing prog.

94% Exclusive level from
the year's greatest
shoot-em-up.



Discover new Dimensions

We give you the key to the
door of imagination

- A complete 3D package
- 10 pages of unmissable tips and tutorials

REVIEWED: Uridium 2, Blaster, Overdrive, Second Samurai, Donk
EXPAND! A4000 upgrade advice
CLASSICS We look at the great games that had 8 bits missing

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JUST AIN'T
TOUGH ENOUGH...**

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IN THE
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Have we got a great issue for you this month? We certainly have! Which other magazine gives you a working copy of a 24-bit ray-tracing program? Not Classic CD, that's for sure.

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ISSUE 53 • DECEMBER 1993

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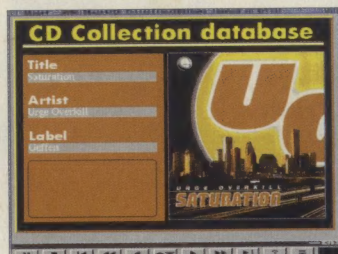
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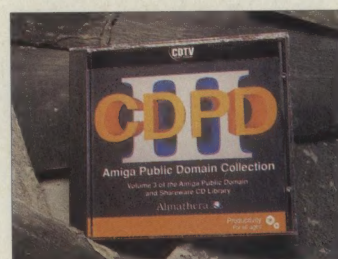
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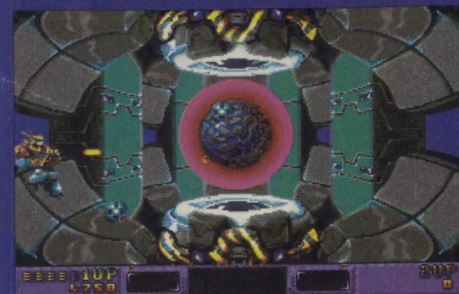
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Worth £269

imagine

The finest coverdisk program ever!

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FOR TUTORIALS SEE PAGE 37

Uridium 2

Get blazin' with this exclusive level from *Renegade*'s sequel to the most famous space shoot-em-up ever!

FOR FULL INSTRUCTIONS SEE PAGE 8

All Amigas



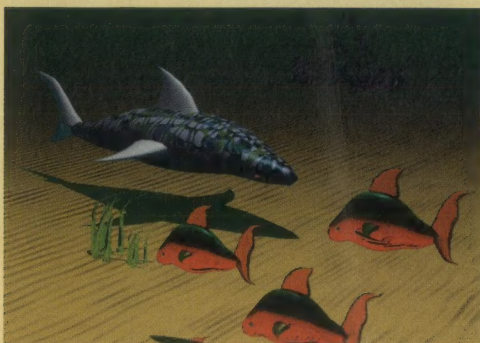
Team17 have two new products out this month, is *Qwak* the better, or will *Overdrive* take the honours?

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The Secret of Monkey Island • Thomas the Tank Engine • Huckleberry Hound • Crystal Kingdom Dizzy • Hard Drivin' II • World Class Rugby



How many monkeys does it take to change a light bulb? *The Secret of Monkey Island* goes cheap.



Imagine

Imagine for one second a package so good it scored 93 per cent in *Amiga Format*. Consider, if you will, having this package in your hands. And that's what you've got... so don't just stand there, flip to the Coverdisk pages now, and discover how to



Just IMAGINE

Here at *Amiga Format* we've gone on, and on (and on) about how great 3D imaging software is. But few people have had the chance to try out more than the budget programs. Until now that is! This month we're Coverdisking *Imagine 2...* and showing you how to use it. Turn immediately to... page 37

UPGRADING your A4000

The A4000 is a mean machine. But to really get the most out of it, you need to put more in. In this first of an occasional series, we show you how to fit extra RAM, and Zorro cards to your machine. page 122

DATA Salvage

Data can be as valuable as the hardware it's stored on, but unless you are very careful, there's always the chance you will lose it. We show you how to keep your data safe, and what to do if the worst should happen. page 132

use this incredible program. *Imagine* is, without a doubt, the best Coverdisk package ever to be seen on the front of any *Amiga* magazine.

Now the power of 24-bit ray-traced graphics is all yours. But we wouldn't just abandon you with such a great package without showing you how to use it. So turn immediately to page 7 (pausing briefly at page 7 to discover how to decompact your disk), to discover how to get to grips with this amazing program. We have six pages of step-by-step tutorials to get you started, and we'll be following them up in the coming months with even more projects to help you become a true *Imagine* expert.

Then turn to page 45 to see our truly spectacular upgrade offer. You can have the incredible new version, *Imagine 3.0* for a mere £75. Sound unbelievable? It's true.



Uridium 2

We like shoot-em-ups here at AF, but we haven't seen one we like this much since *SWIV* fell on our doormat. *Uridium 2*, a horizontal viewed from above space blaster, is the shoot-em-up of the year, and the definitive demo is on *Amiga Format*.



NETWORK Q



RALLY

CHECK OUT THE LATEST FLIGHT SIMULATOR



*This rally sim's so lifelike you can almost smell the high-octane fumes. "We have lift off!" Just what you **don't** want to hear from your computer co-driver...*

He's screaming pace notes above the shriek of the engine... you're pushing it to the edge in the final thrilling stages of the Network Q RAC Rally.

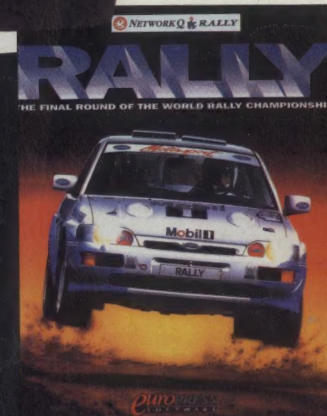
You're strapped into one of the five rally-bred supercars, speeding in the exact tracks of the '93 Rally leaders. Each car handles differently. Each tests your driving skills flat out.

You're picking up vital seconds when you hang a bend late, clip a bank and flip into a roll – damage your car and you dent your chances.

*It's the sequel to the top-selling RAC Rally game. But the sound's even more deafening, the digitised video graphics even more *in your face* for an atmosphere that's totally turbo-charged.*

Flying around the world's toughest rally course is one thing. Staying on earth is another.

WARNING: CRASH HELMETS NOT PROVIDED.



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GETTING STARTED



Switch on your machine, and insert Coverdisk 53a. After a few seconds, Workbench will load. Double-click on the icon marked Coverdisk53a, and then double-click on the icons to extract the *Imagine* files. You will need to have two blank formatted disks handy to put the files onto. Refer to the instructions below right for more details on how to do this.



Disk 53b is autobooting, so if you want to play this exclusive level of the year's best shoot-em-up, just stick disk 53b into your drive and turn the machine on, or perform a soft reset. For more details on how to play the Uridium demo, turn the page...

COVER DISKS

On this month's Coverdisks we've got the incredible 3D ray-tracer, *Imagine*. Plus the king of blast-em-ups, *Uridium 2*. Here's how to get 'em going...

IMAGINE

Welcome to the wonderful world of *Imagine*, the 3D rendering software which took the world by storm last year and is widely regarded as the best 3D ray-tracing package available for the Amiga.

On this disk you will find the compressed files containing the complete *Imagine* program (the INT disk) and a whole load of tutorial objects and textures for you to play around with (the DEMO disk). To use the program you will need to decompress both these files on to separate disks. To do this, reset your Amiga and insert the Coverdisk. Once it has booted up, double click on the disk icon. A window will appear on your Workbench screen with two icons inside it. Get your blank floppy ready and double click on the first icon.

The disk will spin for a bit as the file is copied into RAM. A requester will then appear asking you to: 'Insert a disk into DF0: and press return.' Remove your Coverdisk from the drive and replace it with the blank disk, then press Return.

The decompression program will then create a complete disk with all the *Imagine* software on it. When this process is finished, a requester will appear asking for your Coverdisk to be put back in DF0:. Do this and you will now be ready to uncompress the second disk. Simply follow exactly the same procedure as above after double-clicking on the second icon in the disk window.

At the end of this process, you will have two disks - the program disk and a disk full of examples. To use *Imagine*, you must first reset your machine and reboot using a copy of your original Workbench disks. Once loaded, simply insert the *Imagine* INT disk into the drive and double click on the disk icon. Double click on the *Imagine* drawer and again on the program's icon to load *Imagine*. You are now on your way to creating your first astounding images.

Now turn to page 37 for our comprehensive tutorial on how to use this remarkable software.

1MB USERS

In order to get *Imagine* to work in 1Mb of memory you will need to alter the configuration file. To do this, first uncompress the disks as explained and then reboot your machine from a Workbench disk. Open up a shell and enter the following:

```
resident c:ed pure add
```

Then remove your workbench disk and insert your INT disk. Then type the following:

```
ed DF0:Imagine.config
```

Another window will now appear containing a list of text which looks like this:

```
#Misc.Stuff
PPTH "" # path for imagine.pic
EDIT "C:ed" # text editor to use for "Edit Movie"
QUICK "HAM" # quickrender preset name
QURM "Scanline" #quickrender rendering method
QUFF "RGBN-12 bit" # quickrender file format
QPTH "RAM:" # path for quickrender pic
LOAD T # flag - load all modules
LACE T # flag - interlace editors
```

These are the important bits anyway. Using the cursor keys and the delete key, move the cursor around the screen and change this listing to read:

```
#Misc.Stuff
PPTH "" # path for imagine.pic
EDIT "C:ed" # text editor to use for "Edit Movie"
QUICK "LORES" # quickrender preset name
QURM "Scanline" #quickrender rendering method
QUFF "HAM" # quickrender file format
QPTH "DF0:" # path for quickrender pic
LOAD F # flag - load all modules
LACE F # flag - interlace editors
```

To save this file press the escape key and then the "x" key before pressing Return. The new configuration will be saved and you will find that *Imagine* will now run on a 1Mb machine.

It is advisable that you get a memory upgrade though, because you will find yourself restricted in terms of object and animation size. And renders undertaken with just 1Mb will very VERY slow.

WORKBENCH 1.3

Because of the limitations of Workbench 1.3, you will actually have to initially boot your machine from your Workbench disk. Once Workbench has loaded simply insert your AF53a disk into the drive and proceed through the instructions as shown.

Occasionally you will be asked to replace the Workbench disk (once before and once after each decompression operation). Just follow the system messages and you too will be able to enjoy the delights of 3D rendering.

SYSTEM REQUIREMENTS

In order to use *Imagine* you will need at least 1Mb of memory, preferably chip memory.

To get the best out of the software you should have at least 4Mb of memory and a hard drive of not less than 40Mb. Obviously the more memory and storage capacity you have, the better your life will be, but you don't need us to tell you that.

IMAGINE NEEDS MEMORY!!!

If you have only 1Mb of memory turn to page 37 for details of our RAM upgrade special offers.

URIDIUM 2

GRAFTGOLD THROUGH RENEGADE



Strap in and let loose a hail of laser death in what is, quite literally, a blast from the past. This month's Coverdisk has an exclusive level from Andy Braybrook's conversion of his own 8-bit classic.

CALLING URIDIUM 2 a *Defender* clone is right to a certain extent, but the latest blast from the Andy 'pop-killer' Braybrook goes a lot further. The idea is to fly your tiny, one-man Manta across the decks of huge enemy dreadnoughts, blasting anything that moves (and causing damage to some things that don't).

Your ship is dropped from in front of the craft, leaving you to flip, twist, turn and blast your way through enemy waves, dodging deck guns and Uridimines as you go. Once you've caused enough devastation, you must enter the engine core and finish the job. That's the basic idea, anyway. Things are a little bit more complicated in practice though. Never mind, just plug in and start flying – you'll get the hang of it.

GAME OPTIONS

The default game is a single-ship run across the surface of the dreadnought, but by switching on Caps Lock and pressing F1 you can switch to twin-ship attack. This gives you a drone wing-man that follows your every move, effectively doubling your attack. However, you do have to take into account that you've got two ships to protect.

On the finished version of the game there are extra options, such as joystick or keyboard control, music on/off and two player game (team, head-to-head solo or head-to-head with drones).

THE DREADNOUGHT



Your ship drops out of warp just to the left of the dreadnought, so get ready for action. The dreadnought in our demo is Greemion, which is the third ship in the first fleet.

The main threat to your

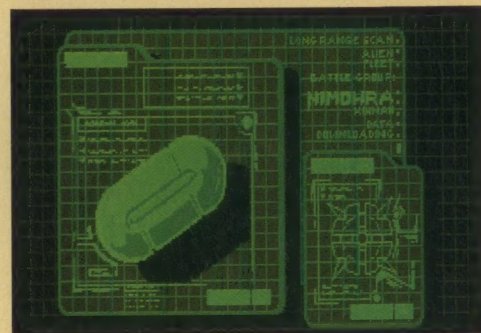
Manta comes from the attack waves of enemy fighters that swoop across the decks of the dreadnought. Blast an entire fleet and you will receive a pick-up (offering a score bonus or an alternative weapon).

DISK NOT WORKING?

We duplicate over 400,000 disks every month. Out of all those, obviously a few will be faulty. If the disk is faulty or any of the programs on it will not load or run properly, there may be a problem. Don't panic!

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

Amiga Format December Disk
Disk Copy Labs Ltd
Units 2&3
Omega Technical Centre,
Drayton Fields
Daventry,
Northants,
NN11 5RT



Before you launch, a greenprint shows you what the walls, enemy turrets and Uridimines look like on that fleet, so you've got no excuse for flying into things.

WATCH OUT FOR THESE...



DECK GUNS

On the first fleet, deck guns only shoot to the left, but can still be nasty if you don't pay attention. A single cannon shot or bomb should deal with them.



URIDIMINES

Uridimines home in on your Manta and cause instant death if you collide with them. Dodge them or blast them out of the sky (if you can).



MINE PORTS

Uridimines are launched from these ports. Dropping a bomb or a torpedo will stop a port from operating (as will shooting a Uridimine as it is launched).



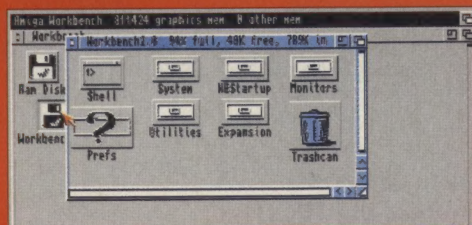
WALLS

The Manta is a very manoeuvrable little craft – and it needs to be to get around these walls.

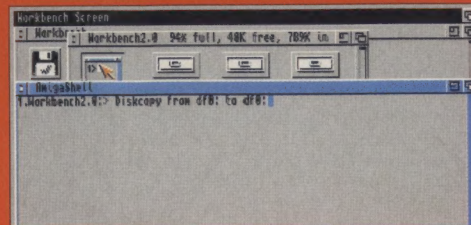
Constructions like this can't be destroyed on earlier levels, so fly around them... Carefully!

Backing up your disk

There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...



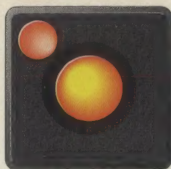
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



2 When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DF0 as in Oops): Diskcopy from DF0: to DF0: and press the Return key.

MANTA CONTROL

FIRE – Lets rip with the current weapon.



JOYSTICK UP AND DOWN – Steers your Manta. Joystick left or right – Accelerate or slow down and turn around.

Help **HELP** – Pauses the game (Help or fire to resume).

P **P** – Pauses the game.

Esc **ESCAPE (WHILE PAUSED)** – Quit the game.

From time to time a pick-up will appear. Most will drift towards you, but Victory Points (one of the most useful pick-ups) will just float off the top of the screen. To pick up a weapon just fly into it. If you decide that you want to get rid of a weapon (some are no good for certain tasks) just waggle the joystick and you will be returned to the default weapon (cannons).

BLASTING THE ENGINE CORE

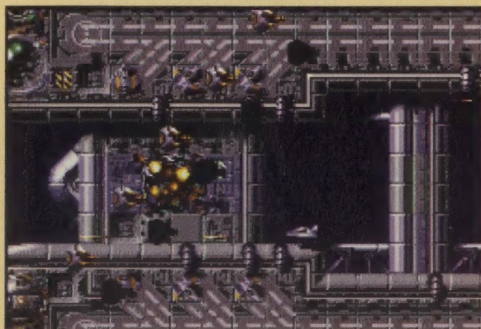
Once landed, you enter the dreadnought's engine room. The core itself is the shielded globe in the centre. You must blast away the shield using your Vulcan gun while coping with the low gravity, security drones and flying debris. The lives display on the panel will be replaced by energy bars. If these are all extinguished, your assault suit will be destroyed (meaning the dreadnought won't be) so be careful.

Once the core has been obliterated, the engine room will suddenly start to collapse and extra weapons will be revealed. Pick them up if you have the nerve, then hold down the fire button to call the escape teleport. When the teleport ring appears, fly into it to leave the room, but you must be quick – it won't stay there for ever.



Left: To finish off a dreadnought, you must fly into the heart of the ship in your assault suit and blast the core to pieces with a Vulcan cannon.

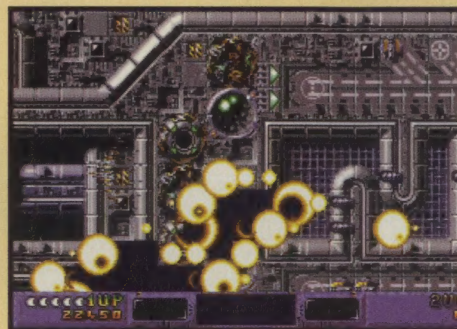
Right: Once you've blown it up (or chickened out) hold down fire and fly into the escape field to teleport the hell outta there.



A twist, a roll, a smile and streams of laser death. That's what the new 1993 Manta offers waves of enemy ships. Contact your local dealer for an information pack.



In a true test of your manual dexterity, a Uridimine chases you across the deck of the dreadnought. Keep rolling and turning to shake the little beggar.



This is what it's all about. Once the level is completed, you can watch the enemy break up in a wash of cleansing flame. Ha-ha-hee-hee-har! Oh. Sorry.

LANDING STRIP



When you hear the 'Land Now' signal, you need to find the landing strip. The arrows will be glowing green to indicate that you can land. Fly over the landing strip in the direction of the arrows, with your manta flat. You will then land on the strip and can launch your attack on the engine core.

... AND PICK THESE UP



BOMBS – Switches to bombs for a strafing deck attack.



CHASER – A deadly drone that ambushes any close targets (limited supply).



CYCLONE – A spiralling series of laser strands.



IONISER – The classic mega-powerful Defender-type 'toothpaste' weapon.



LASER – Gives you twin laser streams.



MANTA – Adds an extra life



PLASMA – Shoots two streams of ring lasers.



SCATTER – Fires laser bolts in all directions.



SHIELD – Temporarily surrounds the Manta with an impenetrable energy field.



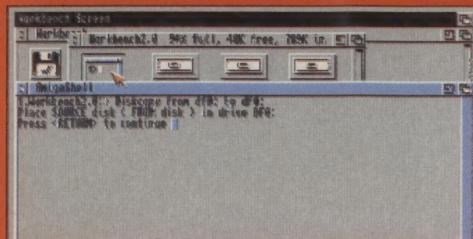
TORPEDO – Similar to a bomb, but is more powerful, can be aimed at specific targets.



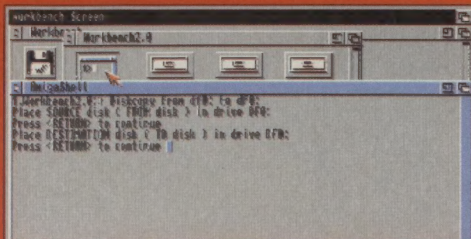
VICTORY POINTS – Cause the 'Land now' signal to be sent quicker.



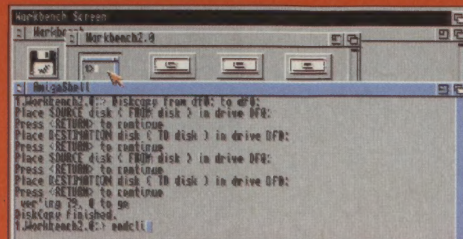
X2 – Doubles the score earned until the end of the level.



3 The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4 Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to, in the drive and press the Return key. Note that the disk does not need to be formatted already.



5 Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in: `endli` to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!



IMPORTANT - PLEASE NOTE

NOP = will not work on A500 Plus, A600 or A1200.
NO12 = will not work on the A1200.
1 MEG = requires at least 1 meg of RAM to run.
• NEW Item

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EPIC (1 MEG)	19.99
EPIC (1 MEG)	19.99
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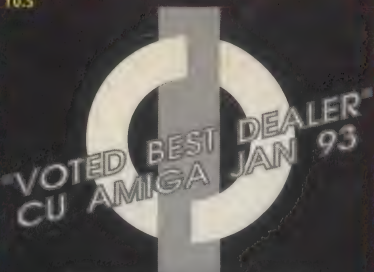
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COLUMN dave ROBERTS

THE RECENT BROOHAHA over games pricing focused on cartridges. Press and parents railed at the scandalous pricing of £40-£75 games. Sega and Nintendo carried on selling millions of games to the generation that common sense forgot.

Meanwhile, in cuddly home computer land, publishers knock out games at around £30 and sell less each month. Already the trade is talking about price cuts being needed on Amiga software if it is not to go down the toilet. Users need to keep their Amigas active. The machine's main weapon against consoles is its versatility, but if games-playing remains a part of its appeal, so much the better. At the moment, all the 'must have' games are on Sega or Nintendo machines. Not the best games necessarily, but the biggest, even though some such as *Streetfighter 2* do filter through to the Amiga eventually.

ON THE WHOLE, however, this is not a battleground where Amiga games can feel comfortable – *Zool* versus *Sonic*? They've stopped taking bets. So, the Amiga market must concentrate on quality and value. Some of the best programmers in the world still write some of the most original games on offer specifically for the Amiga. That's quality taken care of.

But value? Well £30 is a tad pricey. It's not that much less than cartridge games as Nintendo has a new average price point of £39.99 and Sega has stepped up its commitment to 'budget' carts at under £20. Should Amiga publishers respond? Would lower prices revitalise the marketplace? Krisalis boss Tony Kavanagh says: "It's a dead issue". The Amiga floppy games market is, he insists, beyond saving. And this from a man enjoying a hit with *Soccer Kid*. "If we'd just relied on Amiga sales, we wouldn't have made any money." This is because despite there being a total Amiga installed base of four million, sales of 50,000 of an Amiga game is exceptional, 10,000 constitutes a very big hit and 5,000 is acceptable. Kavanagh believes that "90 per cent of Amiga owners in the UK have *Soccer Kid* – and about one per cent paid for it over the counter".

AND THERE'S THE problem: piracy. Lower prices might help combat piracy, but they can't be risked... because of piracy. Publishers might sell more at £14.99 or £9.99, but they would certainly lose a whole lot more if sales didn't pick up.

And anyway, just how low can they drop prices? Whatever the price, it's going to be more than nothing. Publishers generally believe piracy is so ingrained in the Amiga culture that price drops would be pointless. They support the Amiga as a base platform, a good technology they are comfortable with. The games they design can then be licensed on to more lucrative areas. If they were selling at a price that meant losing money on the Amiga version, they may look at other base platforms. Reductions may also see Amiga software disappear from High Street chains as lower prices lead to slimmer margins. The machine then becomes marginalised and dies in a graveyard 'niche market'. There is, it seems, little that can save the Amiga floppy games market. The hope for lower prices lies with CD³².

MOST CD³² GAMES will be priced at £29.99, but because the format is virtually pirate proof, publishers will be able to confidently lower prices if the installed base picks up. A price of £19.99 could emerge within the first year and £14.99 may be possible in year two. Commodore have already said the royalty publishers pay on each sale will be halved if the game retails at under £15. The more machines Commodore sell, the more units software publishers will sell and the lower the price they can charge. It sounds simple, but it's new to the Amiga world – every year there have been more Amigas on the market, but sales of software are nosediving. Piracy is to blame and, as Kavanagh puts it: "Amiga owners are their own worst enemies. They alone are maintaining the £29.99 price point".

The only chance of seeing a significant reduction in the price of software is if Commodore make a genuine mass market success of their next generation machine. Once again the spotlight, and the future of the Amiga market, is on the CD³².

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF AMIGA FORMAT



£29.99 is too much for an Amiga CD game, yet can – or will – publishers cut profits to see CD³² succeed?

THE PRICE OF games has always been a contentious issue, with software publishers and the industry as a whole blaming high figures on piracy and production costs. Without doubt, they have a case.

However, along with the launch of Commodore's new console machine comes a new format for games – Compact Discs – promising a reduction in both of the offending factors. Yet from the games so far released for the Amiga CD³², we can see no reflection of this – in fact, the average price of an Amiga game has risen from £25.99 on floppy disk to £29.99 on CD.

To keep the Amiga market alive and active everyone agrees software must be more affordable, so why do the softies seem to be shooting themselves in the feet?

Simon Alty from Ocean says the issue isn't that straightforward. "We're simply testing the water at the moment," he explains. "CDs are a new market and we don't know what all our production costs are yet, so we're treating CDs the same as floppies. Once CD³² has fully established its own market – perhaps around this time next year – then we should see a massive levelling out on the prices of CDs".

The Ocean argument is understandable, but using CD³² to cash in on big film licences, such as *Jurassic Park* seems unfair.

"With film licences Ocean have to pay for each format the game goes on, so just because it is already on floppy, it doesn't mean that we don't pay again. Developing a CD game also means you have a 20-man team instead of the usual four, so production costs are much higher."

The pricing dilemma doesn't stop there – many publishers are putting games on CD which are A1200 ports, and they are

still charging £29.99 for them. According to Karl Fitzhugh of Mindscape this is due to expected volume of sales.

"We're approaching CD³² with caution," he says. "Producing say 50,000 copies of a game on floppy disk, you can bring the price down, but with CDs, the volume is much less, so the unit price has to be higher. Once the market is bigger we should be able to bring prices down – our PC CD-ROM products have been reduced from £50 to £19.99, and eventually we hope to do the same with CD³² products."

A ray of hope on the pricing front, however, is offered by Team 17 who have just launched their first CD³² products – *F17*, *Project X*, *Alien Breed* and *QWAK* – at £14.99. "We've

achieved this price because these games are ports," says Team 17's Martyn Brown. "We won't bring out any true CD games until after Christmas – we have to finish our A1200 stuff first. But we wanted to get some games out there to show support for the platform."

"Once we produce true CD³² games, the price will have to go up, but it will be under £30. Development costs for one CD are only around the same as a four-disk game, and I would like to see prices at around £19.99 – hopefully it will be soon."

So publishers are relying on Commodore's console to establish a strong market before they reduce their prices, yet Commodore need as many good, affordable games out on CD for its baby to succeed. The likes of Ocean, Mindscape and Team 17 have confidence in the format, but unless that is reflected in them actively supporting it by reducing prices, the success of CD³² is, as Martyn Brown of Team 17 puts it: "In the laps of the gods."

"We're approaching CD³² with caution... once the market is bigger we should be able to bring prices down."

CD³² GOOD TO BE TRUE?

Despite denials from Microbotics that the product is not finalised yet, mail order firm Indi are touting their new CD³² Expansion Board. The unit is said to have serial and parallel ports, a floppy drive port, support for an IDE drive and RAM expansion and a port for the MPEG unit.

Microbotics confirmed they were working on such a unit, but said that specifications and price were far from final. Despite this Indi have announced a £139.99 price for the item. Call Indi on 0543 41999 for details.



CD³² ready to expand? Indi says they've got the gear for it.

US ROBOTICS GET SLOWER AND CHEAPER

We have made no secret of our love of the US Robotics Sportster modem. We use one in the office. Now it has a younger brother.

The Sportster Quad is a 2400 bps fax modem. The baby Sportster is Hayes compatible, BABT approved, has a five year warranty and looks just as much like Stylophone as its big brother.



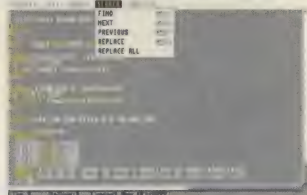
New arrival - The Sportster Quad - has its big brother's reputation to live up to.

ACID ADD EASY TOUCH TO PROGRAMMING

Acid Software, authors of *Blitz Basic 2*, have added 50 new commands to the language, which was featured on AF52's Coverdisk. These will be supplied to registered users with issue five of the gorgeously named *BUM* (Blitz User Magazine).

The new commands include support for the ASL library on Workbench 2 and above, which follow Commodore guidelines. Using them makes creating applications that use file, font and screen requesters easier, since much of the coding is already written in the ASL library. Support for the AGA chipset is also improved, with support for 24-bit palette and the 64-pixel wide sprites. The new commands also allow you to utilise the BitPlane DMA to 4X fetch mode, which speeds up the process of copying data in chip RAM four times faster.

Acid are also developing a combined hardware/software device which will allow a CD³² to access a partition on another Amiga's hard disk through the Keyboard/Serial port. They will also be adding commands to *Blitz Basic* which will use CD³²'s new features, such as the controller and the chunky to bitplane conversion chip. Acid's first CD release should be out by Christmas, and will contain all *Blitz Basic* PD games released so far, as well as an enhanced version of the racing game *Skidmarks*. Contact Acid on 071-482 4066.



New commands will make life easier for Blitz Basic programmers.

OVERDRIVE: AN AMIGA FIRST



It looks like many other hard drivers, but the Overdrive from Software Demon is the Amiga's first PCMCIA hard drive.

Those champions of the bargain hard drive, Software Demon, have made an Amiga first. The new Overdrive range of hard

drives are the first to use the PCMCIA port on the left of the A600 and 1200 models. The unit comes in two models, one which accepts 2.5-inch IDE drives and one which takes the bigger, and cheaper 3.5-inch units. Software Demon: 0738 331039.

WARNING: FES ALMOST HERE

The second
Future Entertainment Show

THE COUNTDOWN TO The Future Entertainment Show has begun. Before you know it, it will be 11 November and the Grand Hall at Olympia, London, will be packed for four days with all the people and products from the Amiga World.

Not only will the show have the world's biggest games arena, not only will its exhibitors be the best software, hardware and games manufacturers and distributors, and not only will it have special events taking place on each and every day, but there will be masses of competitions you can enter with huge prizes up for grabs.

The FES games arcade will span a massive 1,000 square metres with games playing stations for you to try your hand at all the latest games from people like Domark, Gremlin, Electronic Arts, Mindscape, On-Line Entertainment and Virgin.

And if you think you're adept at joystick waggling, then there will be plenty of challenges giving you the chance to prove yourself. The Grand Final of Future's National Championships will be hosted by Virgin, with the supreme champion carrying off £10,000, and the runner-up £4,000 in cash. And 21st Century Entertainment will be running an Amiga CD³² *Pinball Fantasies* competition with the winner (and guest) flying over to the CES in Chicago.

You will also be able to jump aboard some of the most exciting rides around, from the latest dodgems and LaserForce, to Typhoon - the only ride of its kind in the country - which spins at 100mph hour with the same force as a rocket taking off!

Now if that all doesn't sound special enough, each and every day at the show will have extra events taking place. On the opening day, Thursday 11th, Channel

"The FES games arcade will span a massive 1,000 square metres with games running from all the top software publishers..."

Four's cult television show *GamesMaster* is to go on air live from the show, marking the first time a TV show has ever been broadcast in its entirety from a computer-related exhibition. Radio One DJ Simon Mayo will also be broadcasting live from

the show for most of Thursday morning, and the Radio One Roadshow will there with host Neale James of Rock File fame, for all four days.

Friday won't disappoint visitors either, because you get an extra bonus - 20,000 tickets for the Disney film *Aladdin* will be given to ticket holders for this day, with the film being shown all over the country two weeks before its general release.

Lastly, if you want to see Marcus Dyson, the editor of your favourite magazine get covered in cack in the Gunge Plunge tank sponsored by the NSPCC, then come along and vote him in as Future Publishing's magazine editor who most deserves to get dunked! Look forward to seeing you there.

For Thursday 11th and Friday 12th only, there will be a limited number of tickets at the door, but to avoid disappointment we recommend you buy tickets in advanced. Prices are £6.95 or £24.95 for a group of four and can be obtained by ringing this hotline number:

051-356 5085



All the hottest and latest gear for your Amiga can be found at The Future Entertainment Show on 11-14th November. Don't dare to miss it!

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NEWS brief

OPAL UPDATE

Glasgow's 24-bit Club have now got stocks of the *OpalVision V2.0* software. All registered *OpalVision* users can get the upgrade for free by supplying the club with nine blank disks and the cost of the return postage.

If you don't have nine spare disks a pre-packaged software upgrade is available for a mere £15. You must include your *OpalVision* serial number when you place your order.

Contact the 24-bit Club, *OpalVision* Software Update, 6 Skirsa Square, Floor 1, Glasgow G23 5DW.

MORE FROM 24

Users of this month's *Imagine* Coverdisk would be well advised to contact the 24-Bit club, (see address above, but miss the *OpalVision* bit out). The club has a large number of objects and textures ideal for 3D users, which are available on their 3D PD disks for £3.50. Annual subscription to the club is £20 and members get the disks for free.

DRIVING FAST

Quantum, one of the biggest names in hard drives, have released an Amiga version of their IDE drives for the A1200 and A600.

The Quantum Rocket 2.5-inch is allegedly the fastest IDE drive available. If you want to put the claims to the test contact Siren Software by calling 061-724 7572.

ADORING TOO

Multimedia presentation package *Adorage* which was demoed on the *Amiga Format* 48 Coverdisk, is now available in a new version.

Adorage 2.0 can use up to 256 colours, has a redesigned user interface, and optimised routines for quicker rendering on faster processors. To upgrade, or buy *Adorage 2* give MicroPACE a call on 0753 551888.

FAKE VIRUS KILLERS

Two fake versions of the popular *Virus* program *VirusZ* are circulating in the Public Domain. The rogue programs are version 3.12 and 3.16 but it's not yet clear exactly what they do. Whatever it is, it's likely to be highly unpleasant, so avoid these versions at all costs.

A new version (6.31) of *Virus Killer* is now widely available, but this contains a serious bug which causes it to think that files compressed using the *PowerPacker* program are infected with the Crime virus.

Anybody who is using *Virus Checker* version 6.31 should immediately upgrade to version 6.32, which has had this bug fixed.

COMMODORE'S

Commodore UK boss exclusively reveals a four-point plan to introduce new machines by the end of the year, and introduce even more powerful Amigas.

AMIGA FORMAT CAN exclusively reveal that Commodore are to hit the rest of the computer and console manufacturers out of the park with not one, not two, not three, but FOUR stunning Amiga announcements!

In an exclusive interview with Commodore UK's managing director, David Pleasance (printed in full in the *Amiga Format* Annual) it was revealed that the following changes will be made to the Amiga line up:

1) The Full-Motion Video board for the SegTendo-smashing Amiga CD³² could be in the shops in November. "I'm getting the unit at the end of October so it will be in the shops in November," says Pleasance. "I'm looking to sell the FMV module on its own, probably at £229.99, and then offer CD³² with the module installed at a £30 saving."

2) CD-ROM drives for the A1200 and A4000 are now ready and could be with us before Christmas! Pleasance is looking at a price of £269 for the A1200 version, with the A4000 price still to be announced.

3) On the more immediate side, and for all those people who are dying to get their hands on some meaty 040 processing power, Pleasance had a bombshell announcement (to demolish the Macintosh



Changes in the Amiga range are on the way according to Commodore UK managing director David Pleasance in an exclusive interview with *Amiga Format*.

IS THIS PACKAGE THE FINAL WORD?

The release of *Final Writer*, a new high-end word processor, looks likely to lessen the gap between word processor and DTP packages even further. *Final Writer* is designed as a high-end companion to Softwood's *Final Copy II* program, which was awarded 84 per cent in issue 42, and boasts a wide range of new features.

Among these are automatic bibliography and index generation, Document outlining, fast search and replace, and the ability to use both Compugraphic and Postscript fonts on any printer. More than 100 Postscript typefaces are included with the program. Graphics handling has also been improved, with the ability to import and display IFF and Encapsulated Postscript images. Images can be rotated to any angle, and scaled with no loss of resolution. *Final Writer* will cost £129.99. Contact Softwood on 0773 836781 for further information.



Final Writer is a word processor that pushes further into the territory once occupied by DTP programs.

CRAFT LANDING

New for AMOS programmers is *Craft* from Black Legend Software. Designed for use with both classic and Pro versions of AMOS, *Craft* adds over 160 new commands to the AMOS instruction set. Among its features are the ability to generate both Julia and Mandelbrot fractal graphics. *Craft* also adds a number of new requesters to AMOS including a very handy *DPaint*-like colour requester (ideal if you're writing a paint program in AMOS). For those of you without AMOS Pro, *Craft* fully supports *NoiseTracker* and *SoundTracker* 'Mod' files which can be played under interrupt. Other features on offer are improved directory handling, memory dumping, Logo-like turtle graphics and direct access to the Amiga's operating system. We'll have a demo and full review next month, but if you can't wait to get your hands on this AMOS extension, use this coupon...



GET £6 OFF CRAFT

Because we know many of our readers will be keen to get their hands on *Craft*, we've arranged a special deal with Black Legend to save you a huge

£6

If you want *Craft* for a mere £19.99 (+£1 p&p), instead of the normal £25.99 retail price, just send this coupon and a Cheque, Postal Order or Credit Card for £20.99 to:

AMIGA FORMAT CRAFT OFFER,
20 Guildford Road,
St. Albans,
Hertfordshire AL1 5JY.

QUADRUPLE WHAMMY!

citadel) about the A4000/40: "We are bringing out a lower cost 040. I haven't been given the lower price, but I suspect that it may represent a cut of \$100-150. There are some specification changes but these are not likely to be enormous."

It seems probable that the cheaper A4000/40 will be an EC version, which is basically an 040 without MMU. Because most people don't use MMU this should not be a major drawback. Although we can't confirm a date, it is possible that the machine will be available before Christmas.

4) Possibly the most important news for Amiga owners globally is that the 64-bit, RISC-based machines are, according to Pleasance: "...12 months, or maybe less, away. Essentially it will be Windows NT, and DOS-compatible through Windows NT. Compatibility elements are primarily

aimed at the Pentium and 586, but I understand that it will out perform the Pentium by five times".

The more immediate effect of this news is that the AAA chipset is now ready for Beta Testing having recently passed its first Silicon test stage. Says Pleasance: "It will perform 10 times better than the AGA does. And

it will also have 3D image rendering built into the hardware." All of this news reflects the massive commitment of Commodore to supporting both the AGA-based machines and the CD³².

For the full David Pleasance interview packed with many more revelations about the future for Commodore and the Amiga, make sure that you get your copy of The *Amiga Format* Annual on sale Thursday November 11.

"All of this news reflects Commodore's massive commitment to supporting both the AGA machines and CD³²."

VATMAN STRIKES AT MAGAZINES

Fears in the industry are growing that the Chancellor of the Exchequer, Kenneth Clarke, is intending to impose Value Added Tax on magazines at the full whack of 17.5 per cent.

If the Chancellor announces the introduction of VAT in the November Budget many magazines will close (not this one), and cover prices are almost certain to rise. We regard the planned imposition of VAT by the Chancellor (or that Tory git in the suede shoes, as we've taken to calling him) as a particularly misguided step.

Therefore we urge *Amiga Format* readers to write to The Right Hon Kenneth Clarke MP at the House of Commons, Westminster, London and complain at this misguided tax. We don't want to pass the VAT on to readers through an increase in cover price, but, unfortunately, there would be no alternative.

XCAD CHRISTMAS CHEER



Get in the picture with XCad price cuts.

If you want to get your hands on one of the best XCad packages for the Amiga at a bargain price, it's your lucky day. XCad 2000 takes a Christmas price plunge from £129 to £79, and the £329 XCad 3000 falls to £249. Users of XCad 3D and XCad 2000 can upgrade to XCad 3000 for a mere £125. Call Digital Multimedia on 081-977 1105.

CALIGARI SLASH PRICES

The powerful *Caligari 24 3D* package (reviewed last issue) has taken a huge cut in price and plummeted from £299 to just £99.

The price drop moves *Caligari 24* into direct competition with programs such as *Real 3D*, which comes in both a cut-down budget version and as a £399 advanced package. There is also a super powerful Broadcast version of *Caligari*, which is now selling at £399.

Contact Meridian on 081 543 3500 for further details.



You can produce results like these with *Caligari 24* which will now cost you just £99.

This Month's TOP 30



1 (6)▲	Championship Manager 93	82%
	Domark	
2 (1)▼	Syndicate	FG 91%
	Electronic Arts	
3 (-)Re	Project X	FG 90%
	Team 17	
4 (-)Re	Alien Breed: Special Ed 92	87%
	Team 17	
5 (-)New	F17 Challenge	8/10
	Team 17	
6 (12)▼	Premier Manager	87%
	Gremlin	
7 (-)New	Dogfight	81%
	Microprose	
8 (7)▼	Sensible Soccer 92/93	80%
	Renegade	
9 (2)▼	Gunship 2000	FG 94%
	Microprose	
10 (-)New	Soccer Kid	FG 93%
	Krisalis	
11 (4)▼	Goal!	88%
	Virgin	
12 (9)▼	Flashback	FG 93%
	US Gold	
13 (-)Re	First Division Manager	66%
	Codemasters	
14 (-)New	Overdrive	74%
	Team 17	
15 (-)New	Space Hulk	77%
	Electronic Arts	
16 (5)▼	Graham Gooch Cricket	78%
	Audiogenic	
17 (-)Re	Trivial Pursuit	65%
	Ocean/Hit Squad	
18 (10)▼	F1 Grand Prix	FG 92%
	Microprose	
19 (3)▼	Dune 2	FG 90%
	Virgin	
20 (11)▼	Body Blows	87%
	Team 17	
21 (8)▼	Desert Strike	87%
	Electronic Arts	
22 (-)Re	Pirates!	70%
	US Gold/Kixx XL	
23 (-)Re	Dizzy: Prince of the Yolkfolk	81%
	Codemasters	
24 (18)▼	A-Train	84%
	Ocean	
25 (-)Re	Manchester United Europe	74%
	Krisalis/Buzz	
26 (-)New	Combat Air Patrol	FG 94%
	Psygnosis	
27 (-)New	Qwak	85%
	Team 17	
28 (-)Re	Populous and Prom Lands	89%
	Ocean/Hit Squad	
29 (15)▼	Space Legends	FG 91
	Empire	
30 (-)Re	James Pond	FG 90%
	Gremlin/GBH	

PRINTERS

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GVP were founded in 1987, back when the Amiga was still in its youth, and have gone on to build a manufacturing empire that now spans the globe. They have produced some of the most popular peripherals for the Amiga, and some of the most technologically advanced hardware.

The president of the company, Gerard Bucas, worked for four years at Commodore, rising to become Vice President of Technology before leaving to found Great Valley Products.



"For us the future is with the Amiga," says Gerard Bucas, president of Great Valley Products.

G: I suppose a key question of the moment is that most developers have, to a certain extent, turned their back on the A500 and are concentrating on A1200 products. Do you have any plans for new A500 peripherals?

No. I think our problem with a device like the A530 is that we have nowhere left to go. That product is just too good to be improved upon, so it can be difficult to develop further peripherals.

G: How is it that you can produce high-quality units like the HD8 hard drive and sell them so cheaply? I believe the current price is £199.

Simply by losing money at the moment. I suppose it's nice for the users.

G: GVP has a reputation for producing mid-range and high-end hardware for the Amiga. Recently you have started producing software too, such as *Cinemorph* and *ImageFX*. Why this sudden move into software?



The A530 hard drive and accelerator is one of the products on which GVP built their considerable reputation.



GVP are justifiably proud of the A1230 accelerator. Soon it will be updated by the A1230 Turbo+, which Gerard Bucas says, will be the best possible A1200 accelerator.

Into the VALLEY

When it comes to third party manufacturers, the biggest player in the game is Great Valley Products. Nick Veitch cornered Gerard Bucas, the company's president, in a west London hotel.

Well, this isn't a sudden move, GVP have always developed top-quality software, but it has always been tied in with hardware to an extent. Don't forget that every GVP hard drive comes with *Prep* and *Install* software. In fact, before GVP came up with the software for the HD8 there was nothing like it available on the market.

Before that, when a customer bought a drive, they would have to prep and partition it, reboot the machine and format it. It was really too complicated for users who didn't know how a hard drive worked. We put all that together in one piece of software that was easy enough to use, and now you see that this has been copied.

G: But until recently you haven't produced stand alone software, it has all been tied to peripherals.

Yes, that is true. We tended to produce complete systems, software and hardware. But now we have proved that we can produce quality software. When we launched *ImageFX* people said that we

could never take on that market, that *ADPro* was too strong, but we have proved that we can do it.

G: One thing that has always puzzled me, and probably a lot of other people is where the name Great Valley Products comes from.

When we first started we were very near an er... what you would call an industrial park. It was called the Great Valley Business Centre, and it was our intention to move into a unit there, but it never happened.

Anyway, we spent a long time trying to think of some name and someone suggested that it would sound good to be called Great Valley Products. If you see our address we are in a town called King Of Prussia. You might think that's rather a strange name, but that's Pennsylvania, there are stranger names believe me.

G: How much difference is there between the European market and your home market?

The European market is much bigger in terms of users, but we find that the Amiga users in the USA tend to be more interested in the high-end equipment, so both are just as important to us. Perhaps a large factor in this is the Video Toaster, which is quite an important market for us in terms of hard drive controllers. The HC8 is still selling very well because it is a cheap and reliable way of adding SCSI to the A4000. The Toaster market is becoming important in Japan too.

G: You mention the Video Toaster. Now, that seems like the sort of device that a big and resourceful company like yourselves could produce. Have you ever thought of producing anything similar?

If we had known at the time that the Video Toaster would not appear in a PAL version then I think we would have done it. The market for a PAL Toaster would be just as big again for all the European countries as the original market was in the NTSC countries like the USA and Japan. But to start again from scratch is looking at a four year development cycle and by that time things could have changed.

G: Many companies have made quite a tidy sum of money from producing low-end peripherals such as disk drives and RAM expansions. Have you ever considered doing this?

We don't like to compete at that end of the market. When you are dealing with things like external disk drives you can only compete on price. People aren't interested in the quality of products like that, and we could never produce anything that didn't meet our quality standards.

G: In the past your relationship with Commodore has been a bit up and down, but recently it has been said that you are actually working on products for Commodore. Just how close is the relationship?

Well, in the early days I think there was a bit of resentment. Not only was I an ex-employee, but many members of our original engineering team

came from there. Recently Commodore have realised the need for high-quality peripherals to support the Amiga, and they have approached us about providing them.

G: Would these new peripherals be badged as Commodore products, but come from you?

We have no specifics on the arrangement, or even that a deal will take place.

G: Why would you say that GVP has become the largest third party manufacturer of Amiga peripherals? What's the secret of your success?

It is difficult for people to enter the Amiga peripheral market because you need a global approach. That is something that GVP started out with, we don't see things as being a domestic market in the USA and overseas elsewhere, we are just as happy selling in Europe as anywhere else.

Another key to our success is that right from the start we have had marketing people who understood marketing, not just engineers who took on that role as seems to be the case with many small companies.

Now we are in a position that we are able to finance the research and development necessary to produce high-quality products.

We never release a product until it is finished. You'll see some other products shipping with wire-wrap fixes on the boards. Nothing like that ever leaves GVP. It means we produce the best product and it is very reliable, which is why we can stand by our one year guarantee.

You see some of these other firms offering two-year guarantees, but what some people fail to realise is that a lot of these companies won't be around for that length of time, so when the thing breaks where do you go?

G: But it must be quite risky having that money tied up in a product so long before you ever see a return on it. Have you ever been stung?

Yes.

G: Hmmm... GVP have always produced products



The DSS8+ sampler is just one example of GVP's commitment to developing products for the A4000.

for the high-end Amigas, but you do not have anything currently in production for the A4000. Is there something on the way?

There are GVP products for the A4000. Things like DSS8+ and IV-24. As I have said the HC8 is used by many people as a SCSI option for the A4000. There is also a new product that will be of some interest. Our EGS card which fully supports retargetable graphics systems and will be bundled with a pretty interesting paint program. I haven't seen anything like it yet. It has textured paint modes which simulate real drawing materials. It will blow your socks off.

G: What about OpalPaint?

I think it will be even better than that, but you will see it for yourself.

G: I'll look forward to that. What are you working on for the the A1200?

We are hoping to release around 10 new products for the A1200 in the next six months. One of them is an update to the A1230 accelerator. The A1230 Turbo+ uses the same 50MHz processor that was used in the A530 and has a 50MHz 68882 maths co-processor. Really we had to bring it out because although users may opt for the less expensive options, they like to know that we can produce the best possible accelerator.

The other A1200 card which will be launched soon is the A1200 SCSI+RAM device. As well as a co-processor and RAM expansion it also has a SCSI interface. This uses the expansion port at the rear of the A1200 to provide a SCSI interface through our own custom DMA interface. It uses a DPRC chip which we have been able to design because of our commitment to VLSI and SMT manufacturing. This is the only card which has all of these features.

Perhaps the most exciting new product is our 16-bit sampler which will use the PCMCIA slot on the A1200. We are going to sell exactly the same unit as a PC peripheral, only the software will be different. I think we may be looking to do that with more products, but for us the future is with the Amiga.



IV24 is one of GVP's most formidable products. The complete video solution includes a framegrabber, a genlock and a 24-bit display card.

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ARCADE PLATFORM



ZOOL 2

ZOOL, and his female companion **ZOOZ**, face a challenge which wilts the knees of the toughest Ninja's in this state of the art **PLATFORM ARCADE ACTION** sequel. **KROOL** and his accomplice **MENTAL BLOCK** are once again out to wipe imagination from the face of existence. Playing **ZOOL** or **ZOOZ** fight your way through **NINE** massive levels of hugely varied and enjoyable gameplay. Meet **ZOON**, a two headed alien dog, one head stupid, the other highly intelligent.



Features Include:

- Play either **ZOOL** or the all new **ZOOZ**, each with their own special strengths.
- A wide variety of highly intelligent enemies.
- Many varied power ups and collectibles.
- Hidden bonus rooms and secret levels.
- Sizzling sound FX and a choice of in game tunes.
- Nine huge levels.

"The classic sequel to 1992's biggest selling Amiga game".

ADVENTURE/STRATEGY



K240

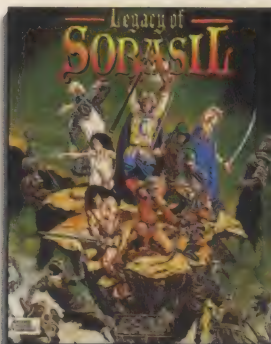
Only when you take control of **K240** in this superb **STRATEGY** game will you understand what real pressure is. The Terran Empire has expanded. Mankind and six Alien races are struggling to maintain peace in the face of dwindling resources. Is destruction inevitable. You are the Commander of the mission to explore and exploit **K240**, but can you build a successful and peaceful colony deep in the recesses of space, or will greed and aggression bring the empire down.



Features Include:

- 6 different Alien life forms.
- 8 different types of space crafts.
- 16 different types of weapons and shields.
- Fully designable asteroid field interface.
- Highly intelligent enemy colonies.
- 40 different building structures.
- A vast range of complex interactions to understand and control.

FANTASY & ROLEPLAY



LEGACY OF SORASIL

THE LEGACY OF SORASIL is a fantastic and huge world of adventure. The fabled land of Rhia has fallen foul of a mysterious plague. Choose a party of intrepid adventurers from 8 would be Heroes and try to return the land to it's peaceful state. Battle your way through 10 vast stages against a legion of highly intelligent foes. Endless hours of solid and far reaching gameplay.



Features Include:

- 10 perilous quests to be completed.
- Stunning 3D isometric display.
- Simple point and click interface.
- 8 heroes, all with specialist skills and abilities.
- Eerie sound FX and tunes.
- Fully self mapping.

"If you want challenging gameplay and a game that's going to last you can't go far wrong with this".

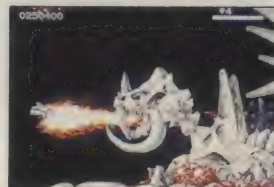
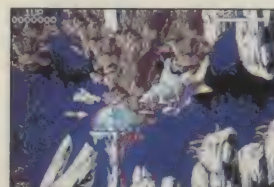
CU Amiga

SHOOT 'EM UP



DISPOSABLE HERO

Get that trigger finger ready for an **ARCADE SHOOT 'EM UP** that takes up the genre where others have feared to tread. The Free Worlds lie technologically bankrupt. An Alien tyranny threatens mankind. As a certified **D-HERO** it is your task to fight your way through 6 levels of non-stop heart pumping finger sweating eyeball racing thumb busting, nerve jangling action to penetrate the alien strongholds.



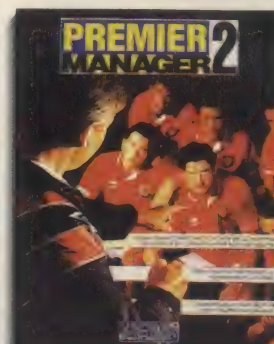
Features Include:

- Arcade quality graphics, backdrops and animation.
- Fully adjustable sound FX and in game tunes.
- Hundreds of weapon configurations.
- Mind blowing Mid-level and End-level guardians.
- Choice of assault craft with Four levels of difficulty.

"First impressions? whoah! blast, blast, boom! death, guns, more death, action and excitement!"

The One

FOOTBALL STRATEGY



PREMIER MANAGER 2

PREMIER MANAGER transformed the face of **STRATEGY** football management games with it's accessible and enjoyable game style. It has remained in the charts since it's release late in 1992. And now, **PREMIER MANAGER 2** is ready with a whole host of added features. Have you the management skills to turn around and improve your teams performance? Get ready to blow the whistle on **THE** football game for 1993.



Features Include:

- 16 playing formations with 8 playing styles and 12 match tactics.
 - Negotiate wages, bonuses and contracts.
 - Comprehensive banking system with changeable interest rates.
 - Up to 26 players per team with limit of 4 foreign.
 - Set ticket prices and crowd control.
 - **IMMEDIATE** sacking possible if you're not up to the job.
- "This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you".

The One



WOC NEWS brief

IMAGE EFFECTS

GVP previewed *ImageFX* version 1.50, which includes several new loaders and savers, giving it increased flexibility as an image processing program. An upgrade costs £29.95 from Silica, call 081-309 1111.

MAC MAGIC

Jim Drew, designer of the new Emplant Mac emulator, was demonstrating its features on the Utilities Unlimited stand. Although the 32-bit clean version of the software is not yet completed, it will run on an A4000/030, which has no MMU (Memory Management Unit). Utilities Unlimited: +602 680 9004.



Jim Drew (left) tells Gary Rainer, designer of OpalVision (far right) how to turn his Amiga into a Mac.

OXXI PRESENTS...

Oxxi Inc previewed a pre-release version of their latest creation *Videostage*, which is a sort of multimedia/titling program, suitable for creating and running applications such as remote presentations and demo booths. Support is provided for remote control of these via a modem link. Oxxi are on +310 427 1227.

NEW FEATURES

Scala showed the latest version of their *Multimedia MM300* and *Infochannel IC500* programs. Both the new versions have significant extra features, such as absolute timing, which can be used to tie in a presentation with a videotape to an accuracy of one frame, and the ability to play back samples directly from hard disk. Scala are on +703 709 8043.

STARRING ROLES

SeaQuest animator and editor of *LightWave Pro* newsletter, John Gross, was on hand to demonstrate the Toaster 4000. He also showed how the Amiga and *LightWave* were used to create the models used in the multi-million dollar US TV series *SeaQuest*, produced by Steven Spielberg. *SeaQuest*, a sort of *Stingray* for the Nineties, was premiered on US TV during WoC, showing 19 million people just what the Amiga can do.

THE WORLD OF COMMODORE

Although Europe accounts for more than 80 per cent of the Amiga's worldwide sales, Commodore's machine still has a strong foothold in the USA as a serious video and graphics tool. Richard Baguley took a trip to the WoC Show in California, to find out what's new on the American Amiga scene.



Amiga Format's Richard Baguley - 'California dreaming'.

IT'S A LONG way from Bath to Pasadena, and not just in terms of miles. In the UK, most people use their Amigas for both serious work and for playing games. Not so in the US. Of the 50 stands at the show, only one involved games in any form, and this was a prominent mail order company selling everything from issues of *Amiga Format* to copies of *Deluxe Paint*.

All of the other stands were dedicated to serious equipment for the Amiga, and most of them were taken by the manufacturers of the equipment. For instance, both GVP and Commodore had a big stand, and one of the biggest crowd pullers was the Utilities Unlimited stand, where programmer Jim Drew was demonstrating the latest version of his *Emplant* Mac emulation system. The only games running at the show were on the Commodore stand, where the CD³² was making its debut in the US.

So what serious delights were on show? Let's have a look around...

AAA IS ON THE WAY



"We have made great progress," Lew Eggebrecht, Commodore.

IN A KEYNOTE

address at the World of Commodore Show in Pasadena, Commodore's Vice President of Engineering, Lew Eggebrecht, revealed that the long-awaited AAA chipset now exists.

"We have had a very dramatic breakthrough in the last week... we now have running silicon," he said.

This means that the AAA chipset is no longer just a design, but actually exists as a set of chips. Eggebrecht claims that this next generation of custom chips for the Amiga will increase performance by 10 to 20 times over the AGA chipset currently used in the A1200 and A4000.

"We still have a lot of bugs," said Eggebrecht, "but recently we were able to bring up software, and were able to show 24-bit true colour images and actually blit [use the blitter chip to move parts of the image in memory] this around the screen.

"We will have to have a second pass on this technology to correct some of these problems," he added.

This means that there are a few bugs still in the chips, and it will be necessary to go back to the design stage to alter some aspects of the chips in order to correct these. Once this is done, further prototypes of the chips will be made and these will be tested. This process will take several months, but Eggebrecht expects to have fully running prototypes ready early next year.

"We plan by mid next year [1994] to have this technology actually available in products," said Eggebrecht.

However, this date is only provisional, and it's possible that we may not see AAA chipset machines until much later in 1994.

"Even though we have had staff reductions and a very aggressive development schedule for the CD³², we have made great progress in this technology," Eggebrecht concluded.

Commodore International, 1200 Wilson Drive
West Chester, Pennsylvania PA 19380
(0101) 215 431 9343.

What the AAA chipset means to the Amiga

- Chip RAM to 16Mb.
- Backward compatible with AA and AA+ chipsets.
- Compressed video data formats.
- 16 and 24-bit true colour modes.
- 32-bit 'bit' blitter (10 to 20X) AA+.
- Eight voice stereo sound and 16-bit PCM at 100KHz sample rate.

The forthcoming AAA chipset is a radical leap forward for the Amiga. The entire architecture of the chipset has been redesigned, and it's now based around four custom chips (although this will eventually be reduced to two). These will offer radical improvements over the AGA chipset featured in the

A1200, although they will be backwards compatible.

Among the new features is eight voice 16-bit stereo sound, with sample rates of up to 100KHz, 16 and 24-bit true colour screen modes, and support for up to 16Mb of chip RAM. The new chips will also have support for compressed video data, although it's not clear if this will include MPEG support without additional hardware. Separate CPU, memory and pixel clocks will ensure that the various parts of the system are working at the maximum possible speed, while a 32-bit Blitter will offer data transfer rates 10 to 20 times faster than the current AGA Blitter. Support for a CD-ROM drive will also be built in.

FC SHOW, USA

CD32 TO GO STATESIDE



At the show Commodore was pushing its new console machine with demos of Amiga CD32 games,

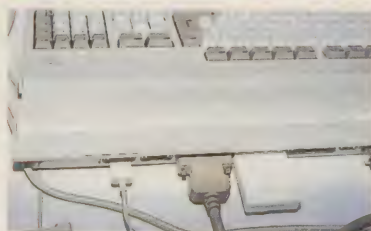
Contrary to previous reports, CD32 will be launched in the USA. Jim Dionne, President of Commodore US, confirmed that the console will be launched across the US in November.

Dionne described it as a 'soft regional launch'; in other words Commodore US can't really afford much advertising, and they will be relying on current Amiga users and retailers to spread the word and push the new product.

Commodore demoed several completed CD32 games (including *Oscar*)

at the show, as well as a preview of *Jurassic Park*, which includes some CDXL (full screen, full motion video without using the MPEG add-on) excerpts from the film. The MPEG unit was also on display, and in a seminar by Lew Eggebrecht the MPEG unit shown playing a Video CD generated a great deal of excitement.

WARM AND FUZZY RAVE ON



This small white box plugged into the serial port may not look exciting, but *LightRave* is causing a stir among Video Toaster users.

ONE OF THE most controversial products at the show was *LightRave* a hardware and software device that enables you to run the excellent ray-tracing program *LightWave* without the Video Toaster.

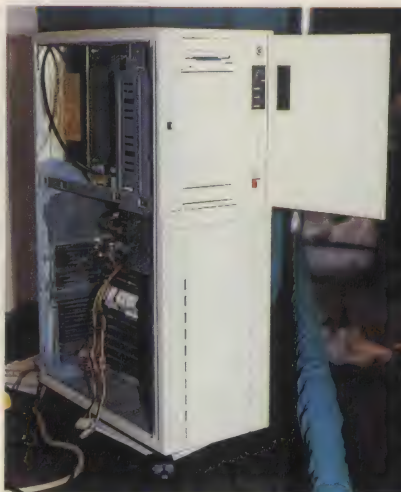
It's produced by a new company, Warm and Fuzzy Logic. Running *LightWave* without the Toaster was not previously possible because *LightWave* used the Toaster to display its 24-bit output.

The heart of the product is a small piece of custom hardware, that plugs in to the serial port of any Amiga. Along with the software included with *LightRave*, this then pretends to be all of the bits of the Toaster that *LightWave* needs, although it can't emulate the Toaster's video features. So, you can run *LightWave* on any Amiga, including PAL machines and models without a video slot (which is where the Toaster fits).

LightRave also enables you to display the images produced by *LightWave* on several graphics boards, including the GVP IV24, Retina, OpalVision, DCTV, and EGS Spectrum, as well as in the AGA modes on the A1200 and A4000 and the normal Amiga display modes. It can also pass rendered images directly to GVP's *ImageFX* paint program, so you can process them before they are saved to disk.

Michael Vinck of Warm and Fuzzy Logic stressed that software upgrades to the device will only be sold to users who can supply a genuine Video Toaster registration number.

Warm and Fuzzy Logic, 2302 Mariout Road, Richmond, VA 23229, USA. +804 285 4304.



Ambitious Technologies were demonstrating their latest product, the Toaster Oven. This adds some extra slots to your Amiga so you can fit in more lovely video peripherals.

SUNRIZE STUDIO SOUNDS

SUNRIZE INDUSTRIES HAD

one of the largest and noisiest stands at the show, where they were demonstrating the latest version of their *Studio 16* software.

When combined with the AD12 or AD16 sampler cards, *Studio 16* can sample direct to hard disk and play back up to 12 tracks of 16-bit CD quality sound, although you will need a very fast Amiga (at least a 68030-equipped model) and hard disk to achieve this.

The cards can also read in SMPTE time code which is used in professional video and film systems to synchronise sound and vision. The new version of the *Studio 16* software can work with programs such as *CanDo* or *Bars & Pipes Professional*. It also includes a cue list which means that you can edit sequences using the mouse, and features a number of new special effects which can be applied to a sample.

The sampling to, and playback from, hard disk means that you can create long sequences of samples, although you will need a pretty big hard disk to do this, as every minute of CD quality audio will take about 5Mb of space!

SunRize Industries, 2959 S. Winchester Blvd, Suite 204, Campbell, CA 95008, USA. +408 374 4962.

WOC NEWS brief

ANIMATED ANTICS



Warner Brothers animation director Rusty Mills (pictured left) ran a seminar showing how GVP's image processing and drawing program *ImageFX* was used in the production of the new animated series *Animaniacs*.

SPACE SAVER

Heifner Communications released *Pegger* at the show, a utility which runs in the background and compresses images into the JPEG format in a way which is invisible to the program. This enables you to save large amounts of disk space, especially if you're dealing with 24-bit images, as JPEG images can be up to 90 per cent smaller than IFF equivalents. See review on page 151.

TURBO CHARGED!

GVP unveiled the A1230 Turbo+ A1200 accelerator. This is based around a 50Mhz 68030 CPU, and includes an expansion slot. The first product to use this slot is the A1291 SCSI interface, which can be fitted without breaking the warranty on an A1200. A price has not yet been set, but distributors Silica plan to have it by Christmas. 081-309 1111.

TOP FONTS

Soft Logik showed their latest release, the *Typesmith 2* font editor, which enables you to create your own typefaces, in both bitmap and CG outline format. They were also running demos of *PageStream 3.0*, although this is not yet finished.

Soft Logik were hoping for a November release of *PageStream 3.0*, although they stressed that if they didn't think it was ready, they would postpone the release rather than put out something that wasn't perfect.

Soft Logik are on +800 829 8608.

WORK OF ART

Village Tronic were showing the Picasso II graphics board, which has a maximum resolution of 1280 by 1024 in 256 colours (800 by 600 in 16 million colours). Watch out for a full review in *AF* very soon.

NEW AMIGA READY FOR RELEASE

A NEW HIGH-PERFORMANCE Amiga could be released in Britain next year. A prototype of the 4000T was on display at the World of Commodore Show, and, according to Commodore US, it will be released in the States before the end of the year.

Commodore UK also have plans to release the 4000T, but they have not yet decided on its price and specification.

The A4000T on display at the Pasadena show is based around the same CPU as the A4000/040 (a 25Mhz 68040), but it also has a number of additions. There are two video slots, enabling you to fit two devices, such as the Toaster and an OpalVision card at the same time, as well as five Zorro III slots.

The 4000T has a fast SCSI 2 interface built on to the motherboard, as well as the usual IDE interface included on other A4000 models. There is sufficient space in the case for five half-height drives, all of which can be accessed from the front of the case, making them suitable for devices like Tape Streamers or CD-ROM drives.

Although development of the 4000T has been completed, and Commodore are committed to releasing it this year, this date may be put back because of teething problems at a new factory in the Philippines.

The factory will manufacture all the Amiga models and getting it fully operational is taking a little longer than expected. The release may also be delayed because priority is being given to producing large



Commodore were showing the new A4000T on their stand, which is due to be released later this year.

numbers of CD³²s for the European market. The T in A4000T doesn't stand for Tower, as you might expect, because this word (in relation to computers) is the copyright of another manufacturer. Instead, the T stands for Free Standing. Hmm. The new model is certainly a big step forward for the Amiga, but the specifications do seem to be lacking in one respect. Why is a machine designed for power user still running at 25Mhz? A 40Mhz version of the 68040 is now easily available, and this would make much more sense for a machine of this type. However, it does use the same CPU slot design as the A4000, and it shouldn't take too long for a third party developer to bring out a faster CPU card.

Contact: Commodore International, 1200 Wilson Drive, West Chester, Pennsylvania PA 19380. Tel: +215 431 9343.

OPALVISION CHRISTMAS?



Taking creative video editing a step further, prototypes of Centaur's OpalVision modules.

CENTAUR DEVELOPMENTS showed their new OpalVision modules which they hope to release by the end of the year.

The Video Processor (which fits on to the main board) can grab in 16 million colours in real time from a video source, genlock together two video sources or a video source and 24-bit frame buffer, and process live video using the new roaster chip. The bundled software includes a wide range of digital video effects and enables you to create your own effects.

The Video Suite is a combined audio and video mixer in a 19-inch rack mount unit. This interfaces with the main card, and the bundled software enables you to switch or fade from one source to another.

Unlike the Toaster, the Video Suite can use Composite, S-Video and RGB signals. It also works in both PAL and NTSC without the need for a transcoder. The five audio inputs can be controlled with the video sources, or mixed separately.

According to Centaur's John Sievers, the modules are not yet complete and are under going beta testing. Expect a review in AF as soon as they're ready. Centaur Developments, 2645 Maricopa St, Suite B, Torrance, CA 90503. Tel: +310 787 4530.

24-BIT PROFUSION

GVP'S NEW EGS 24/28

Spectrum graphics board was one of several new video-based products premiered in Pasadena. The GVP board has a maximum resolution of 1600 x 1280 (256 colours, 800 x 600 in 16 million colours) and uses the new EGS graphics library standard, which means programs will work on any graphics board supporting this standard. GVP also promise support for Commodore's Retargettable Graphics Standard once it's established.

DIGITAL MICRONICS REVEALED

the Digital Broadcast range, which enables you to digitise in video, save it to hard disk and edit it in a non-linear fashion. This means that you can move shots around in a scene with only a couple of mouse clicks.

The user can define the amount of compression - up to 100:1 - although this effects image quality. Once you've created the edit, you can either record it direct to video tape from hard disk, or create an edit list which can be fed into a professional editing system. There are two models - 16 (\$2,495) and 32 (\$3,349).

Digital also showed Digital Mediacaster, which uses the MPEG method of com-

pressing video images and sound, and enables you to edit in a non-linear fashion. This is useful for compiling CD³² titles because you can save MPEG files out to any SCSI device with the necessary access speed.

Digital Micronics Inc, 2075 Corte Del Noga Unit N, Carlsbad, CA 92009 USA. +619 931 8554.



Expansion units are all the rage this year, and Digital Creations - makers of Brilliance - showed a prototype of their Video Slot Box, which adds two Video Slots to any big box Amiga.

PUSHING FOR THE FUTURE

THE NUMBER OF exhibitors and visitors to the show were down on previous years. This could perhaps be because in the States the Amiga has lost some serious ground to IBM compatibles and Macs over the past couple of years as the price of these machines has become more competitive.

Several big companies - such as ASDG, Newtek and Gold Disk - chose not to exhibit at this show. According to Newtek, this was because they have decided to concentrate on professional video and TV exhibitions, since they feel they are preaching to the converted at Commodore shows.

However, all is not doom and gloom - there are still a huge number of new hardware and software releases coming out of the American Amiga market. With products such as Sunrize's Studio 16 and the Video Toaster in every day professional use across America, the Amiga has become more or less the standard for use in professional TV and audio work, and nothing can realistically challenge it in terms of price and performance.

American Amigas owners are extremely enthusiastic about their machines, and want to keep pushing them further forward. With big television programs such as *Babylon 5* and *SeaQuest* putting Amiga-produced images in front of millions of people, Commodore now have a great opportunity to push the Amiga even further forward. The real question is whether Commodore and the people in the Amiga market are prepared to grasp this opportunity.

Bob Fisher of GVP demonstrates the need for sensible footwear and taking something good to read to shows like World of Commodore.



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CU Amiga Magazine, July 1993

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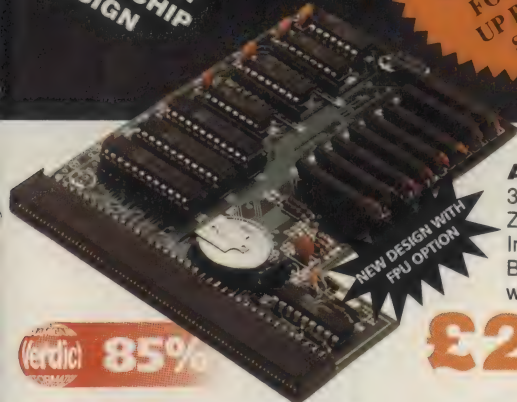
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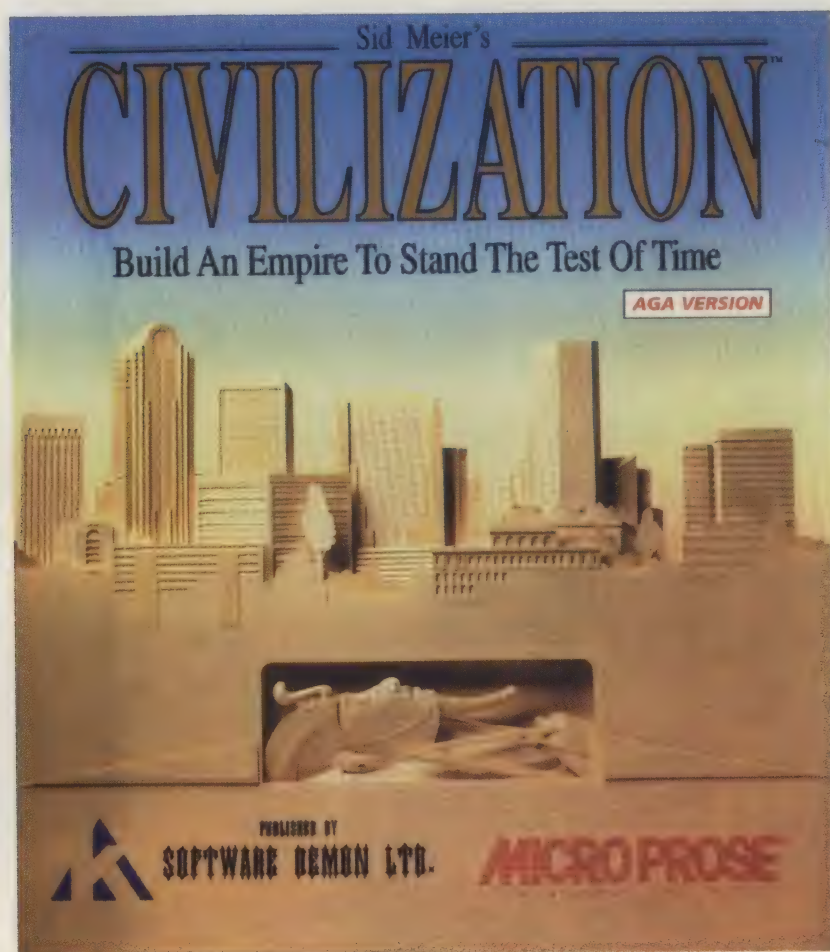


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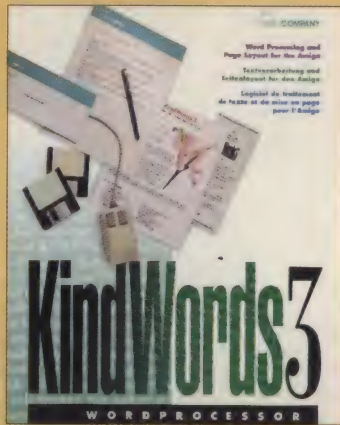
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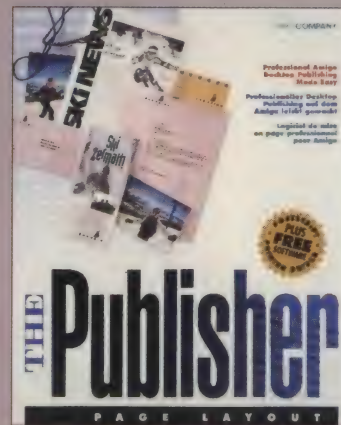
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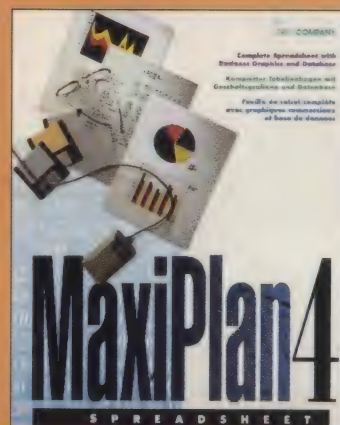
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You may not realise it, but there are only 17 shopping days left till Christmas (unless you aren't reading this on the 6th of December, in which case there are more ... or less). Because the best thing to get an Amiga owner for Christmas is something for his (or her) Amiga, and because money is tight (unless

AMIGA FORMAT PRESENTS...

you're very rich that is) and there's a recession on and all that, we thought one or two discounts may not go amiss. So we've got together with some of the country's foremost Amiga dealers to bring you the Amiga Format Christmas Presents Collection. Use these coupons to gain discounts on any of the products below.



U S Robotics Modems from Phoenix Computer World

Tel: 0532 350652 or see pages 20-21

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These modems are so well respected by the *Amiga Format* team that we actually got (and paid for) one for the office. Reliability, speed and value are the distinguishing characteristics of US Robotics Modems. With this extra discount they are real bargains. All US Robotics modems come with a five year warranty, and full BABT approval.



G enius Digitising Tablet from Datel Electronics Ltd

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Software Demon's competitive prices on A1200 internal drives have been causing excitement for some time. But now bargain IDE drives are available for those who don't want to lever their machine open, or A1200 and A600 users who want even more disk space. Overdrives from Software Demon are the first Amiga hard drives to use the PCMCIA slot.

CHRISTMAS PRESENTS



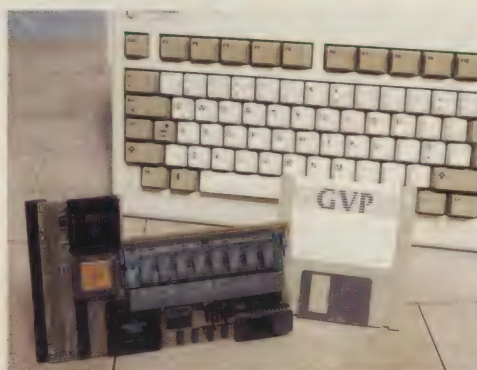
Philips TV/Monitor
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Philips have always been very active in the Amiga monitor market, with their CM 8833 unit taking the honours in many a group test. That monitor is now discontinued but the Philips brand and reputation for quality persists in the Amiga market. Their combined monitor/TV delivers crisp pictures, dynamic sound and TV reception.



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GVP A1230 Expansion
from Silica Systems
Tel: 081-309 1111 or see page 179
£10 discount

There are few ways of accelerating the A1200 better than the A1230 FPU unit/RAM expansion from GVP. It features a speedy 25Mhz 68030 processor, a maths co-processor and 4Mb of 32-bit Fast RAM. GVP's reputation in hardware production is second to none, and this is an ideal way of getting more from your A1200.



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3 Refer to the supplier's advert. Check on this page, or on the voucher for the details of the supplier. With the exception of Future Zone who have branches in most major towns and cities, all the companies have adverts in this very issue of *Amiga Format*. The page numbers of the advertisements are listed on these pages and in the advertisers index at the back of the magazine.

4 Check out all the other fab products on the adverts, and make sure you're certain which ones you want to buy.

5 Call the dealer to check price and availability of the item you want. Where the vouchers offer a percentage discount over a range of products it is best to call and make sure your calculator and the dealer's come to the same total. And while you're on the phone you can order by credit card too, if you like.

6 If you live locally to the dealer, you could always visit their retail premises and seek a demonstration of the goods before you purchase. All the companies are Amiga specialists and will be glad to offer help and assistance with your purchasing decision.

7 If you don't use a credit card, send your cheque or postal order to the address advertised on the page.

8 Sit back in a nice comfy chair with a mug of your favourite beverage and wait for the postman. Reflecting all the while on how much cash you've just saved, and thinking nice thoughts about *Amiga Format*.

9 (For people who went along to Future Zone and bought a game.) Rush home and load up your new game in your eagerly-awaiting Amiga. Then spew laser death on the invading hordes while wielding your joystick like a Samurai sword and screaming "Die, slime belching alien death spawn!" While thinking nice thoughts about *Amiga Format*.

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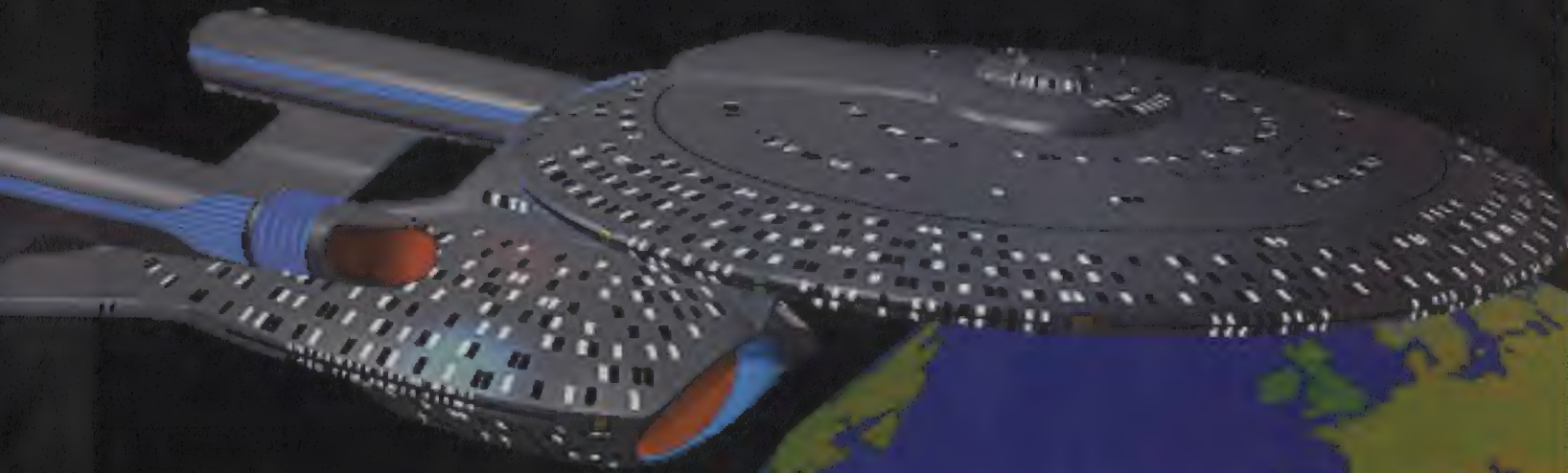
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IMAGINE

Welcome to the world of Imagine. You've got the software, now learn how to get the most out of it by following our six pages of step-by-step tutorials...

FASTER IMAGINATION

We only had space to include the Integer version of *Imagine* on the Coverdisk, which won't take advantage of an FPU (Floating Point Unit) if you have one fitted to your machine.

If you want to get hold of the FPU version of *Imagine*, send your Coverdisk with a cheque for £1.50 payable to Disk Copy Labs Ltd to:

Amiga Format FPU Imagine,
Disk Copy Labs Ltd,
Units 2&3,
Omega Technical Centre,
Drayton Fields,
Daventry, Northants NN11 5RT

WHAT YOU HAVE on this month's Coverdisk is a program with which you can create worlds. While this sounds like a bit of a cliché, it also happens to be true. With *Imagine*, you can build 3D models of real objects, and place them in a world of your own creation. In this world, you are in control, and you can make it as real or surreal as you like. You want to produce an image of a helicopter attacking a 50 foot cow? Feel free!

All you need to do is to build the objects, or even easier, load up the ones supplied with this month's disk. Once you've loaded these, you position the objects and set up the lighting and environment. If you're creating an animation, you can also

control how they move, and even get the camera to move as well. When you're happy with this, you set *Imagine* working. It will load in the objects, check the lighting and generate an image from this information, complete with realistic light and shade.

Over the following six pages, we have put together four tutorials which will teach you the basics of working with *Imagine*.

The first of these shows you how to build a simple object, and produce your first rendered image. The second shows you how to build a simple organic object (seaweed) in *Imagine*, and the third shows you how to build a complex object (a fish). Finally, the fourth tutorial shows you

how to bring all these together and create a rendered image.

3D modelling and ray-tracing is undoubtedly one of the areas in which the Amiga excels, and *Imagine* is one of the best programs you can get. However, ray-tracing and 3D modelling is an extremely complex area, and *Imagine* is a very powerful and complicated program. This means that it will take a long time to really get to grips with the program, and even longer to produce the sort of results that you see in the pages of *Amiga Format*. But don't be downhearted if your first images don't turn out quite as you expected them to. Run through the tutorials on the following pages, and don't be afraid to experiment.

RAMMING IT HOME...

Imagine is an incredibly powerful program, which unfortunately means that it's very greedy for memory. Although the program will run in 1Mb, You will not be able to load or render some of the more complex objects included with the program. In order to load these, you will need at least 2Mb of memory.

In order to help you get the most out of your Coverdisk, we have approached Marpet Developments, who manufacture RAM expansions for the Amiga. We've worked out a special deal which means that you can expand your A500+ or A600 to 2Mb of RAM for a special discount rate:

A500+ 1Mb Upgrade	£23.50
A600 1Mb Upgrade (No clock)	£25.50
A600 1Mb Upgrade (Clock)	£35.50

(All prices include postage and packing).

All of these cards fit into the trapdoor slot, meaning that you won't break your warranty by fitting them.

To order, call Marpet Developments on 0487 832556 between 9:30am and 7:30pm, or fill out the order form on this page, and post it to:

Marpet Upgrades, Grooms Cottage, Coppingford
Nr Sawtry, Cambridgeshire PE17 5XT

This offer is only valid until the 10th of December 1993.

Please send the RAM expansion(s) indicated below. I enclose a cheque/Postal Order/ credit card/Switch details for the amount indicated, made payable to: **MARPET UPGRADES**

A500+ 1Mb upgrade @ £23.50 ☐ A600 1Mb upgrade @ £25.50 ☐

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All prices include postage and packing. Please allow 28 days for delivery.

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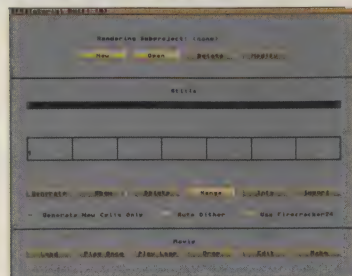
IMAGINE PROJECT 1



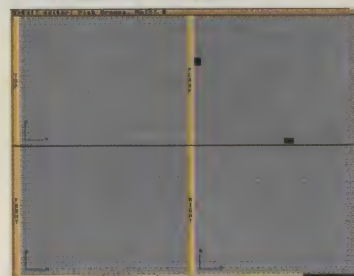
1 Launch *Imagine 2* by double clicking on its icon. This loads a starter screen.



2 Pull down the Project menu to New. A File requester will appear.



3 Type in a suitable Project name – such as Starter – and press Return (<Ret>). The Project Editor will appear.



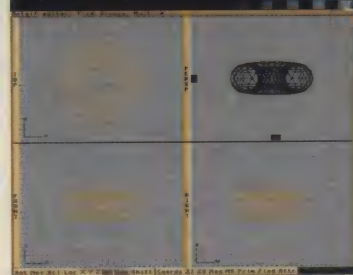
4 Select Editor/DetailView. A typical *Imagine* QuadView editing screen will appear.



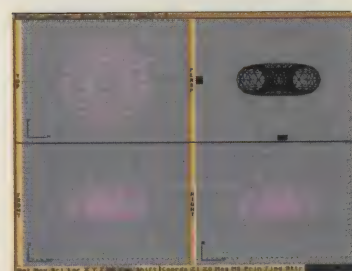
5 Select Functions/Add/Primitive. A Primitive Types requester will appear.



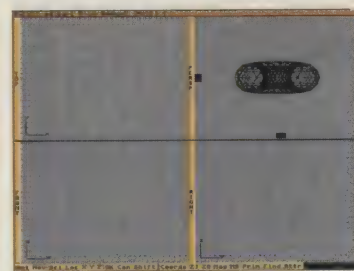
6 Click once on the Torus button. The Torus Parameters requester will appear.



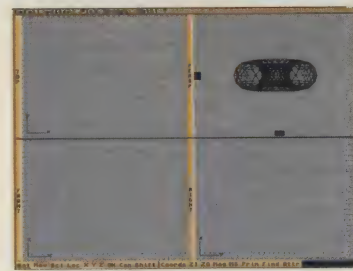
7 Click on the OK button. The default parameters will be accepted, you will be returned to the Detail Editor and an orange 'wireframe' torus will be placed in the centre of each 'edit' window.



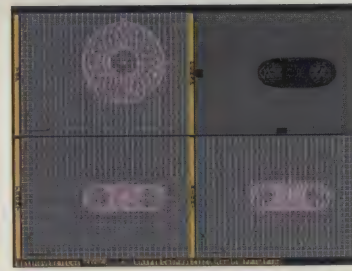
8 At the centre of each object in the edit windows is a small yellow square. This is the control point or 'axis'. In the TOP window click once on this point. The orange torus turns purple showing that has been picked.



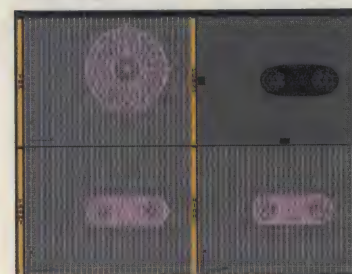
9 At the bottom of the screen is a button marked MOV (move). Click once on this. The purple torus is replaced by an orange 'bounding box'.



10 In the TOP window move the pointer over this box and drag it up the screen and to the right a little (1cm).



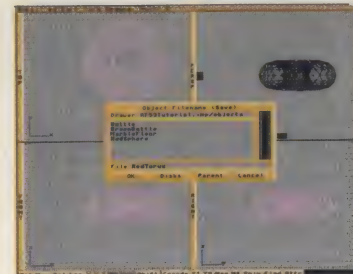
11 Click once on the OK button at the bottom of the screen. The bounding box is replaced by the purple torus.



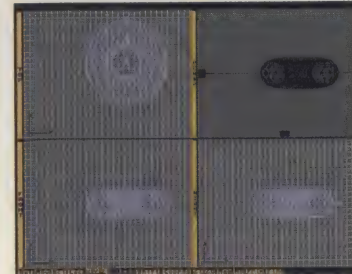
15 Click on the OK button. You are returned to the Detail Editor.



16 Make sure that the object you are saving – torus? – is picked (blue or purple). Select Object/Save. The File Save requester appears.



17 Click once on the name of your project in the requester and again on the Objects drawer. Type the name of the object into the File box and press return. The object is saved to disk for later use.



18 Select Functions/Add/Ground. A Ground Plane is added to the editor.

SELECTING AND PICKING

The *Imagine* conventions for selecting and picking objects seem rather complex, but once understood they are straightforward and very powerful.

Normal objects are black in the edit windows. Any one object can be Selected (Orange). The Select Next and Select Previous menu commands allow objects with superimposed axis (control) points to be isolated. New objects are always Selected when placed on screen.

Clicking on the yellow axis point will Pick an object turning it Blue. If it is Selected and Picked an object will turn Purple.

Any number of objects can be Picked at once by holding down the Shift key and clicking on each axis in turn – a convention for multi-selection in almost every program on most platforms such as file selection on the Amiga Workbench.

To summarise:

- Only one object can be Selected (Orange), isolating it.
- Any Object(s) can be Picked (blue) allowing it/them to be acted upon – transformed, grouped, saved, and so on.

You have completed the first tutorial. The object, and therefore the image, produced are very simple, but obviously the principles used can be applied to more complex objects and scenes.

IMAGINE TIPS

To understand *Imagine* better, here are a few explanatory notes to each of the points in this tutorial.

2 As you read on, menu selections will be shown in the form Project/New.

3 The requester will open in the drawer where *Imagine 2* is kept. Typing in a project name will create a new drawer where all parts of this project will be stored – scenes, objects, images, staging and specs. If you are working from floppy disks it would be better to select a newly formatted disk at this point. All data will be stored here.

4 These four windows represent views into your working area or stage, each named on the left vertical bar. For example, TOP, looking down on to the stage from above; FRONT, viewing the stage from the audience; RIGHT, looking at the stage from the 'wings' on the audience's right side; and PERSP, a 'flying' perspective view of the stage set by you.

5 These six object types are provided by the program to start you off. Other objects can be created by modifying these, or by joining several together.

7 The 'wireframe' represents an object by drawing the edges of the triangular facets that *Imagine* uses to construct the framework or skeleton of its world.

8 Picking an object allows it to be acted upon separately from the other (unpicked) objects by a particular tool.

9 So that complex objects can be transformed and moved on screen easily in 'real time', they are replaced temporarily by the smallest rectangular box that would contain them – the bounding box.

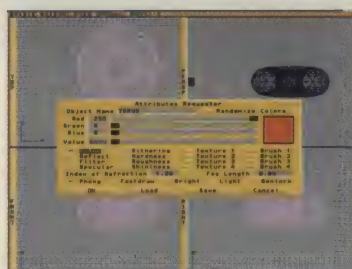
10 At this point it is possible to move the object in any of the Edit windows, and by clicking ROT (rotate) or SCL (scale), carry out either of those transformations as well.

12 This is complex requester that is at the heart of all material qualities in *Imagine*. It is described in more detail later, and will be the subject of a full tutorial later in this series. Watch out for it.

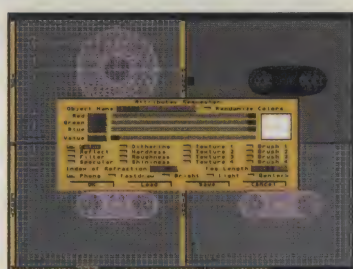
14 Changes made to any numeric input box in *Imagine* will only take effect after the return key has been pressed. Usually this lesson is learned the hard way – by forgetting!

15 The torus is bisected because the ground was created with its axis in the same place as that of the torus – level with the centre of the torus.

You can create some interesting effects even with the simple object created in this tutorial. try fiddling around with the Attributes to change the colour and texture. Mucking about is the best way to get to grips with *Imagine*.



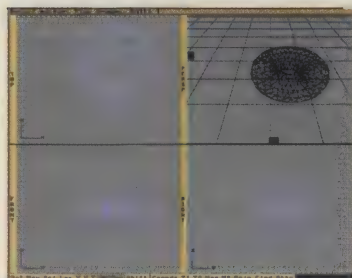
12 From the menus select Object/Attributes. The Attributes requester appears.



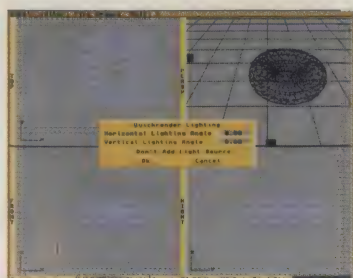
13 Click on the Color button to the left of the requester. The Red, Green, and Blue sliders and input boxes become active.



14 Adjust the sliders or numeric boxes to produce a strong red colour in the sample box to the right of the sliders.



19 In the perspective view (top right window), move the black square on the left up 1-2 cm. The ground plane can now be seen more easily (in the form of a grid).

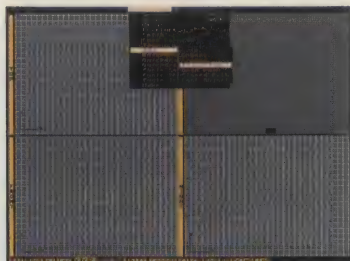


20 Select Project/Quickrender. The Quickrender Lighting requester appears.

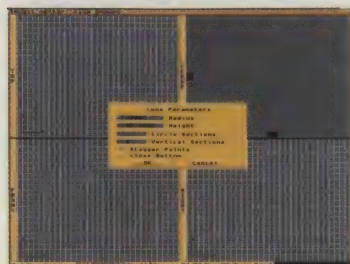


21 Select the OK button. The red torus is rendered in low resolution HAM mode bisected by the white Ground plane.

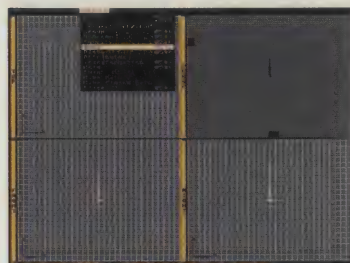
IMAGINE PROJECT 2



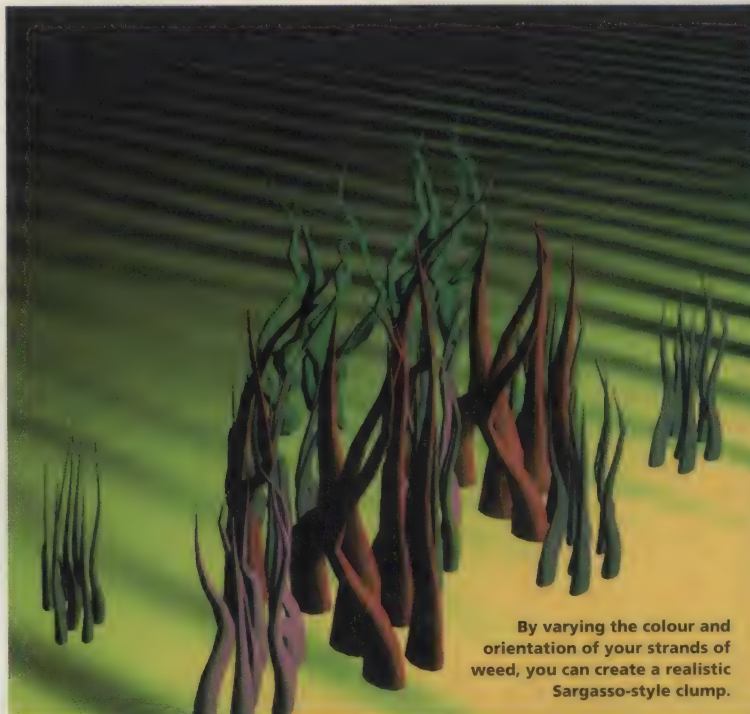
1 Using Project 1, numbers 1-5, start a New Project (SeaLife?), move to the Detail Editor and Function/Add/Primitive Cone.



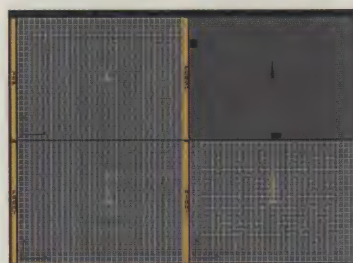
2 In Cone Parameters requester make Radius 5, Height 100, Circle Sections 5, and Vertical Sections 10. Click OK. Cone is drawn on screen and is Selected.



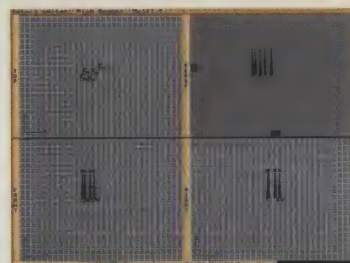
3 Click Axis point of cone to pick (or F1 to Pick Selection), and Copy using Object/Copy.



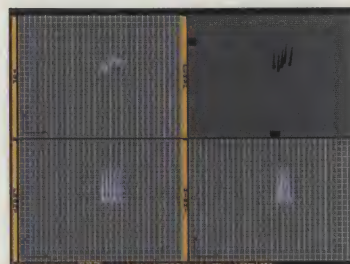
By varying the colour and orientation of your strands of weed, you can create a realistic Sargasso-style clump.



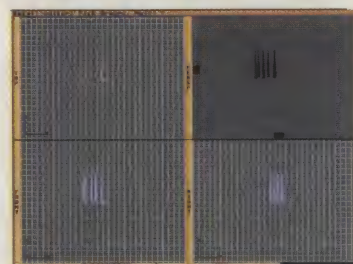
4 Using the Mov button on the User Strip, move the picked cone a small distance in the Top view. (See Project 1, numbers 8, 9, 10 & 11.)



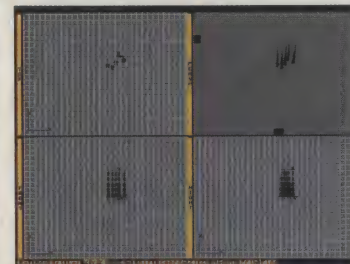
5 Paste several (5 or 6) new copies of the cone with Object/Paste (RAM-P), moving them in turn close to the first one.



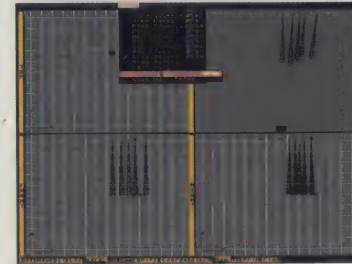
6 In the Top view, Shift Click on each axis to multi-pick all of the cones - they all turn blue except the most recently pasted which turns purple.



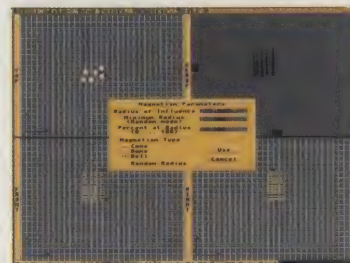
7 Choose menu Function/Join. The cones are joined to a single axis allowing Drag Points to operate globally. Save the object in the SeaLife/ Objects drawer as Cones. (See Project 1, numbers 16-17.)



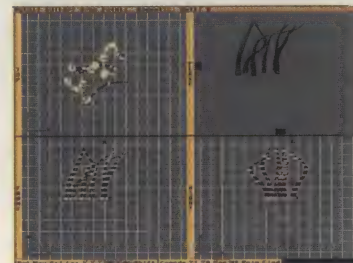
8 Switch to Drag Points mode using the Mode/Drag Points menu or RAM-0. All of the points in each cone become highlighted in pale yellow.



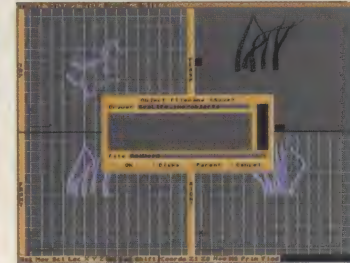
9 Turn on Magnetism with the Mode/Magnetism/On menu or the Mag button. A tick appears next to the menu selection and Drag Points, Magnetic in the status bar.



10 Set the Magnetism parameters with the Mode/Magnetism/Setup menu. A requester appears. Use Radius 70, Minimum of 3, % at radius of 0, and Bell type for now.



11 OK the requester and try moving the cones as shown in this picture to get an organic waving effect. If you make a mistake RAM-U will UNDO only the last move.



12 Once you have a pleasing form return to Pick Group Mode - Mode/PickGroup or RAM-1. Scale the object down to about 20% using the Scl button and Save as SeaWeed.



13 To give the weed some colour use the Object/Attributes menu or F7. The Attributes Requester appears. Set Colour to 0,130,0 (RGB). Click OK and save the Weed again (click "Yes" to overwrite).

IMAGINE TIPS

1 Shortcuts - press F5 or click the Prim button in user strip at screen bottom to give the Primitive Requester.

3 Shortcut - press Right Amiga key and C key together - shown in future as (RAM-C).

5 With practice, keyboard shortcuts can make this a quick, simple job. For example, RAM-P to paste, F1 to Pick Selection, M to activate Mov, LAlt-LAM-Cursor Keys to move, SpaceBar to place object, RAM-P to paste again, and so on.

6 At this point anything can be done to the picked cones - they can be deleted, saved, grouped, or joined as one object, with one axis point.

8 Any point(s) can now be selected (turning red) and moved with the mouse. Stay with the tutorial for now, though!

11 This is an immensely powerful means of modelling objects - the most intuitive system I have ever used on any desktop computer. It takes lots of practice to get what you want but it is worth the work.

13 If you want to experiment, Specular can be set to 130,190,130 and Hardness to 240. Specular controls the colour of specular reflections (the reflections on shiny but not mirrored surfaces). Hardness controls the size of these reflections.



PC Screen shot



AMIGA Screen shot



PC Screen shot



AMIGA Screen shot

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CU Amiga - 97%

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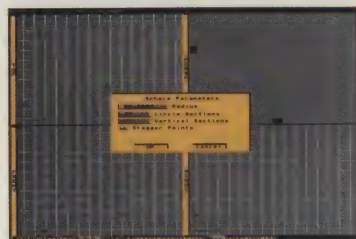
Available on PC, AMIGA, ATARI ST

David Braben 1993. Licensed by Konami. Distributed by Gametek

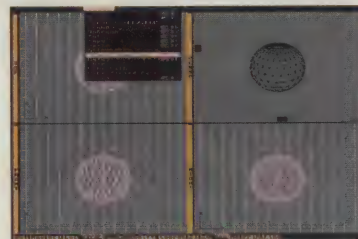
IMAGINE PROJECT 3



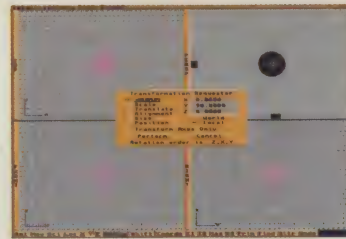
The various fish and the shark in this image were all constructed from the same basic object, and were manipulated to create different effects.



1 Let's make a fish! Delete the now saved SeaWeed from the Detail editor and Add a Primitive Sphere. Click OK in the Parameters requester to accept the defaults. A Selected sphere appears.



2 Pick the object with F1 and choose Object/Transformation. The Transformation requester appears.



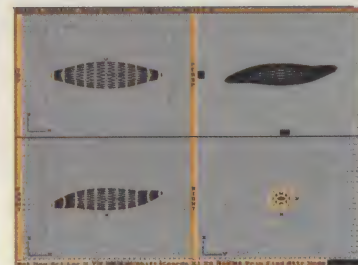
3 We want to rotate the sphere 90 degrees around the Y axis. Click on the Rotate button - click in the Y box and type 90.00. Be sure to press <ret> to confirm the angle. Click on Perform - the Sphere rotates.



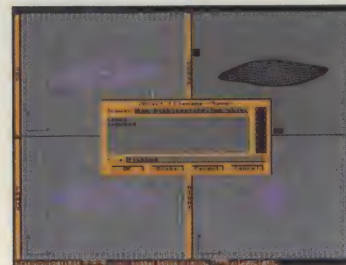
4 Bring back the Transformation requester and click on the Scale button - click on World, then in the X box and type 3.00 and press return. Click on Perform. Repeat the scaling process this time typing 0.8 in the Z box.



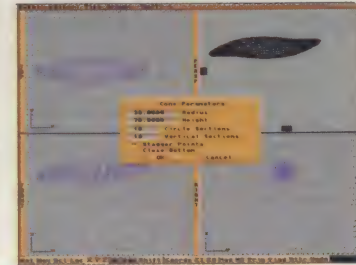
5 Switch into Drag Points mode, turn on Magnetism and bring up the Magnetism setup requester. (See Project 2, numbers 8, 9 & 10.) Use Radius 100, Minimum of 3, % at radius of 0, and Bell type for now.



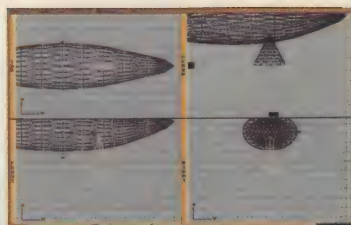
6 Using the Front view, move the pointer to one end of the object and 'grab' a point. All of the points at that end become selected and it is easy to drag them to the shape shown.



7 Return to PickGroup mode (RAM-1) and save the object as FishBod. Use Mov button to move it away but still visible in the front view.



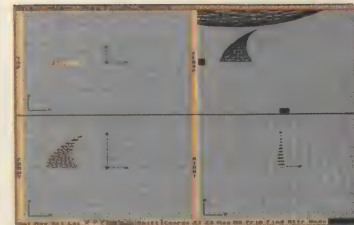
8 Function/Add/Primitive a Cone with Radius = 30, Height = 70, Circle Sections = 10, and Vertical Sections = 10. This will become a Fin.



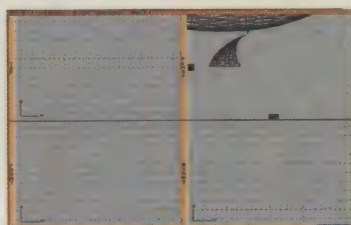
9 Click on the Cone axis and click the Scl button. It needs to be thinner along the Y axis so make sure that only the Y button on the User Strip is depressed. Now reduce the orange bounding-box by dragging down the screen. Click the SpaceBar to return to PickGroup Mode.



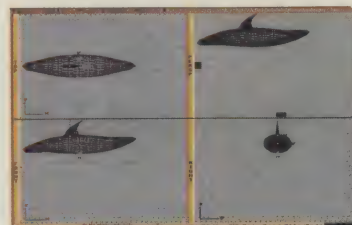
10 Magnetism can be used now to give the characteristic Sharks fin look. Press LAM-0 to enter Drag Points mode, F10 to turn on Magnetism and the M5 button on the User Strip to set the parameters. Use Radius = 80, 0 per cent at radius and Dome type.



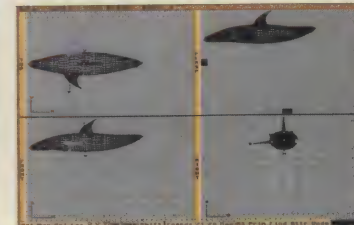
11 In the front view, select the middle point along the bottom of the cone and drag to the left for the best curves. With a radius of 80, the top point moves little but the axis is still left behind.



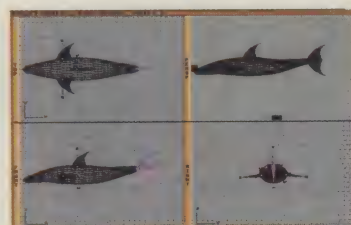
12 To move the axis, return to Pick Group mode (RAM-1), press the Shift button on the User strip and then on Mov. The axis can now be moved back into the bounding box in the front view. This will save confusion later. Press SpaceBar.



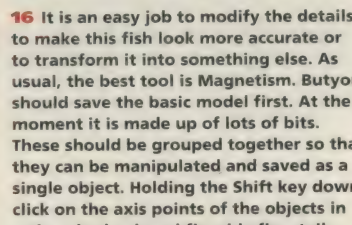
13 Save the Fin and then move it to the Sharks back with Mov. It should be the right size, but it could be scaled at this point with Scl using all three axes buttons (XYZ) depressed. A Sharks side fins are similar to its dorsal fin so two copies can be made and rotated to the sides. Make a copy of the Picked dorsal fin using the Object/Copy menu.



14 Paste the copy back with RAM-P and Pick it with F1. (It is already Selected (Orange) as are all new objects.) Click on Rot on the User Strip and ensure that only the X button is depressed (to rotate around the X axis). In the Right view rotate the fin to just below the horizontal, press Mov and move it to the side. Repeat for the other side.

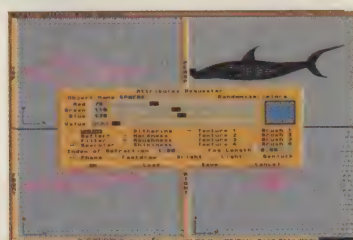


15 The tail fins are again similar to the dorsal fin. Paste another copy and Move it to the tail area. Copy (RAM-C) again and Paste (RAM-P). Pick the newly selected tailfin and use Transformation to rotate it 180 degrees around X, and you have the basic form of a fish.

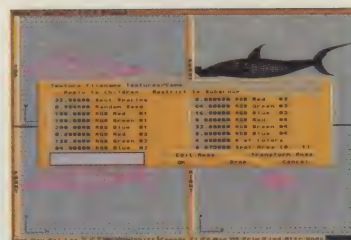


16 It is an easy job to modify the details to make this fish look more accurate or to transform it into something else. As usual, the best tool is Magnetism. But you should save the basic model first. At the moment it is made up of lots of bits. These should be grouped together so that they can be manipulated and saved as a single object. Holding the Shift key down click on the axis points of the objects in order - body, dorsal fin, side fins, tail fins. Each object will become picked (blue). Group the fish object with RAM-G or the Object/Group menu. Now save this new object as FishBase. This will become the basis for any other fish objects that we may wish to create.

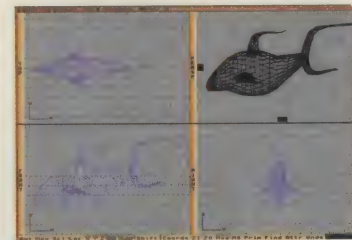
17 Now we can make some adjustments. Let's start with the tail. Shift-click on the tail axis twice to pick top and bottom. Use the Function/Join menu to join them together. Enter Drag Points mode with RAM-0 and bring up the Magnetism Parameters requester. Set Radius=70, 0 per cent at radius and Bell type. Grab the top tip of the fin and extend it; then grab the bottom tip and shorten it. Finally grab the rear-most junction of the two fins and make an indentation. Use the Transformation Requester to Scale the fish object down by 50 per cent ($X = 0.5$, $Y = 0.5$, $Z = 0.5$). Save as Fish1. You can experiment with different scaling factors to produce different shaped fish (like flatfish for example).



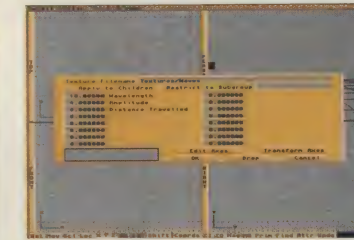
18 The last job is to give the fish colour and texture. This is done, as before, in the Attributes requester. Pick the whole object. Bring up the Attributes requester by pressing F7. Set them as follows: Colour 70, 110, 120. Specular 110,150, 170. Hardness 55. Roughness 34.



19 Click on the Texture1 box. This brings up a file requester. Find the Textures drawer and choose Camo. Change Colour 1 to 180,180, 200 and enter any random seed. OK the Textures and Attributes requesters and save the fish again.



20 Just to show the versatility of the program, we will transform the fish with a few clicks. First pick it all. Then using the Scl button scale up in the Z axis (Z button depressed) then scale down uniformly (X, Y, Z buttons depressed). Use the Transformation Requester to Scale the fish down by 90 per cent ($X = 0.1$, $Y = 0.1$, $Z = 0.1$). Save as Fish2.



21 The very last object is the sea bottom and is very easy. Use the Function/Add/Ground menu to provide a simple Ground level. Choose Attributes and set them to: Colour 255, 200, 93 - Roughness 15. Then add the Waves texture set to Wavelength 18, Amplitude 4. Save as SandyBed.

IMAGINE TIPS

2 For precise moves (translation), rotations, and scaling, and interactive information on exact position, size and alignment.

4 It is possible to transform all of these parameters at once, but working out in which order the rotations and scaling actions will take place is a

nightmare so you should do them one at a time.

14 You may want to move the dorsal fin back a little to be accurate. In fact some sharks have two smaller fins nearer the tail as well and extra side fins elsewhere - as well as gills, a mouth and teeth that are not shown here. In fact, one of the tricks of rendering with limited memory or

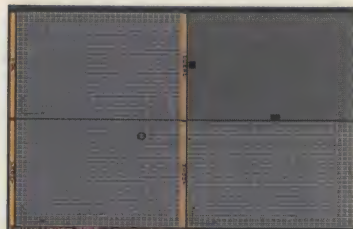
speed/time is knowing what sort of detail to leave off. If you want to try adding these features or modifying the bits you have you are welcome! That sort of experiment is how you really learn a program.

16 Note how the lines linking the various axis points originate at the first object picked, the body. In future clicking on this will pick the whole

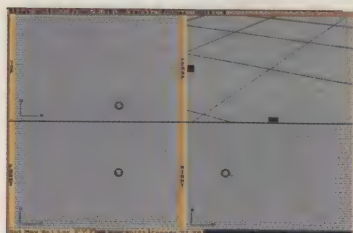
object; clicking on any other axis will pick just that part. This allows transformations, and so on, to be applied to bits or the whole.

19 By not selecting the 'Apply to Children' box in the Textures requester, the Camo texture is only applied to the body of the shark, not the fins. The other attributes WILL apply.

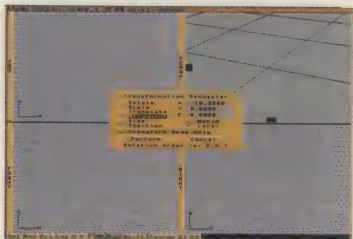
IMAGINE PROJECT 4



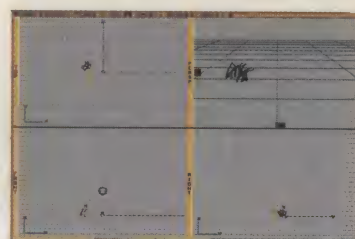
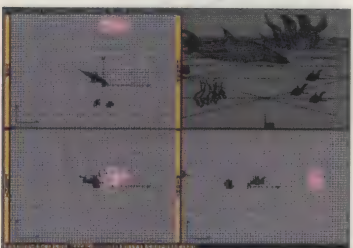
1 Now we are ready to put all of these bits together and render them. Using the Project menu move to the Stage Editor.



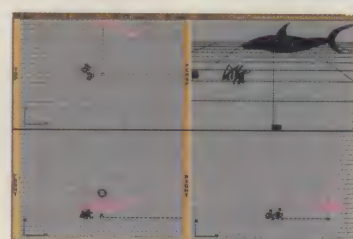
2 Using the Object/Load menu (RAM-L), load the ground plane, 'SandyBed'. The perspective view shows the ground grid from a rather high viewpoint.



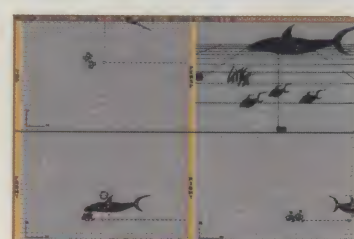
3 Click on the 'Camera' - it becomes Picked. Bring up the Transformation requester using RAM-T. Change the default settings to: Alignment X=-10, Y=0, Z=0. Position X=0, Y=-500, Z=100. Click on Perform and the camera will be moved and re-oriented as we need it.



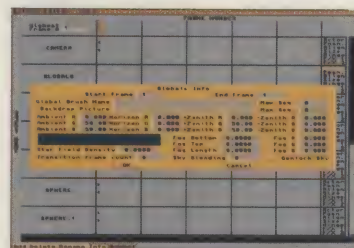
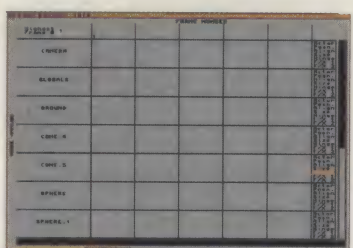
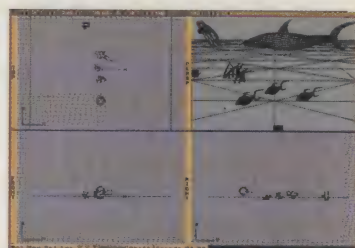
4 Load the SeaWeed with the Object/Load menu. Using the Mov button on the User Strip, in the Top view, move the weed to one side of the perspective view. Load a second clump of weed scaling and rotating it to differ slightly from the first.



5 Load the first fish 'Shark' with the Object/Load menu. Position it with Mov and Rot to be visible in the mid distance of the perspective view. Use the Project/Save Changes menu item to record what you have done to disk.



6 Load the second fish with the Object/Load menu. Position it with Mov and Rot to be visible in the foreground of the perspective view. Load two or three more of these smaller fish and position as a 'school'.

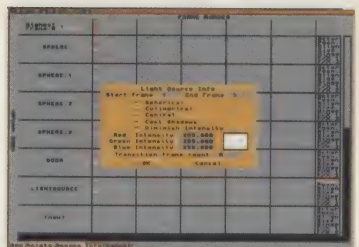


7 For some added interest load one of the objects provided on disk. The Galleon or the Car could be half buried off in the distance.

8 If any of this stuff is going to be seen in the final render it must be illuminated. Lights are shown as circular gadgets which can be picked and moved. In this case the light needs to be moved above the central scene. Use Project/SaveChanges.

9 The final modifications to the scene need to be carried out in the Action editor. Move to the Action editor using the Project/Action Editor menu. Each object, camera and light, is recorded here.

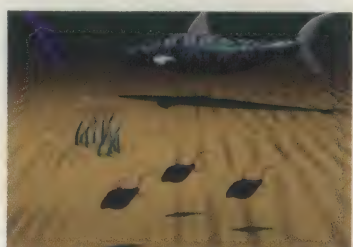
10 Next to the Globals heading is a red dot. Click on this and the Globals Requester appears. In this make the Ambient RGB values equal 0,50,50. This will make all shadows a dark greenish blue. OK to return to the Action Editor.



11 Somewhere in the Action Editor list should also be a Lightsource heading. You may need to use the black 'scroll bar' on the right to reveal it. Click on the top, red dot next to the heading and the Light Source requester appears. Click in the Cast Shadows and Diminish intensity boxes. OK the requester.



12 Use the Project/ProjectEditor menu to switch to the Project Editor. Click on the New button to set up a new render. In the file requester type SmlTest1 for a test render. A Render Parameters requester will appear. Click in the ILBM-24bit, HiRes and Lace boxes to check them. Check that Scanline Mode is selected and click on OK.



13 Click on the number one in the first 'film-strip' frame and then on the Generate button. An image will be rendered. It can then be viewed in your stated viewmode by selecting the number - now with a * beneath it - and clicking on show. It can be viewed in a much better way in ASDG's ADPro or even ViewTek.

IMAGINE TIPS

1 At first sight this looks identical to the Detail editor except for the buttons on the User Strip and the menu selections. If you zoom the view out (with the ZO button on the User Strip or RAM-O), a circular 'gadget' can be seen in the views. This is the camera, the line indicating its direction of view. By default the view in the perspective window is the same as that in the detail editor, reflecting the state of the other views. Choosing Camera View on the Display menu shows the view from this camera. It can be adjusted using the Mov and Rot buttons like any other object.

NEXT MONTH

In the next issue of *Amiga Format* we will be giving you another full tutorial to help you get the most from *Imagine 2.0*. The subjects covered will include how to set up the configuration preferences to get *Imagine* to work the way you want it to.

There will also be an explanation of the Forms Editor, which will be a great relief to those of you who have already experimented with it.

Be with us next time, or be forever in the dark...



EXPAND YOUR IMAGINATION

Imagine a rendering package with bones...

Consider rendering software with a bones feature which allows the motion of objects to be dictated by hierarchy.

Imagine adding sound to your animations...

Wouldn't it be great to have a 3D package that would enable you to load in a soundtrack to your editor screen so you can synchronise sound and motion?

Imagine motion graphics...

Your animations will look a whole lot better when you can edit motion speed on a segment by segment basis, simply by drawing curves on screen.

Imagine particle dynamics...

Have you ever wondered how neat it would be to be able to handle objects on a particle level, and to be able to morph, colour, texture and animate those particles?

Imagine complex operations at the touch of a button...

Macro key functions will allow you to perform repetitive or complex operations just by recording a series of actions in a script.

Imagine Imagine 3.0...

Well, you don't have to. Just fill out the coupon (below) and you will have your very own copy of what promises to be simply the best 3D rendering package ever produced for the Amiga.

Not content with giving you the best 3D rendering software on this month's Coverdisk, we are also going to offer you the opportunity to upgrade to the very latest version of *Imagine*.

Imagine 3.0 is almost ready to start shipping, but already Impulse have been inundated with orders and upgrade requests from around the world. We know you won't want to wait around, so we've arranged a special deal that not only saves you money, but also means that you will be the first one on your street to be able to *Imagine* better.



Imagine 3 upgrade order form

Please give me a better imagination, *Imagine 3.0* to be exact.
I enclose a cheque for the ridiculously low sum of £75

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AMIGA SWOPSHOP

Any readers who are interested in ray-tracing – and after seeing what you can do with this month's *Imagine* Coverdisk that should include most of you – might want to try logging on to Amiga Swopshop. This BBS has many files for *Imagine* and is the home of the *Imagine* and *Real 3D* Mail Echos.

Swopshop is regularly visited by programmers, artists and musicians who are only too willing to give help or assistance to those who need it.

You will also find a wealth of files and information on almost any subject you're interested in. No matter what your level of knowledge Amiga Swopshop has something for you – it features 65 file areas, over 200 mail areas covering 3 networks, and even has 41 on-line games.

You can call Amiga Swopshop BBS on 081-986 5964. All speeds from 1200 – 14400 HST/V32Bis 24 hours a day. They cater for non modem users as well and what's more it's all totally free!

For further details contact Jim Hendry on 081-985 3850, or write to this address: Amiga Swopshop BBS, 33 Iveagh Close, Victoria Park, Hackney London E9 7BW.

E-mail On 2:253/516 39:135/13 240:100/2"

3D MODELLING HAS always been one of the Amiga's strong points. Knowing this, the Bulletin Board Amiga Swopshop recently ran a competition to give users a chance to show what they could do.

A competition like this needs a judge who knows what he's talking about. So, the Swopshop approached Tim White, a noted artist whose work has graced the covers of hundreds of books. He's also had two books of his artwork published, *The Science Fiction and Fantasy World of Tim White* and *Chiaroscuro*. A third book of his artwork is nearing completion.

Recently, Tim has become involved with computers, producing the cover artwork for games such as *The Killing Game Show* and *Leander*, and the intro animation to Electronic Arts' *Space Hulk*.

Tim was impressed with the quality of the competition entries, although he was disappointed that many used the ray-tracing clichés such as the shiny ball over the chessboard. The winners came up with more original subject ideas. Judging this competition has prompted Tim to look into using computer illustrations for his commissions. "I think if you're daring enough," he says, "there are some wonderful things waiting to be done."

WINNERS' COMMENTS

ORGANIC CATEGORY: Andy Jones

"I spent ages trying to think of an organic shape that would make a great picture, and finally I approached it from a different angle. The ripples are a very simple bumpmap, and the branches were created using *Real 3D*'s fractal trees. The whole thing was rendered at 960 x 768 with the anti-aliasing set to four, and it took an hour."

PHOTOREALISTIC CATEGORY: Paul Rance

"This took around three weeks in my spare time to set up. It makes heavy use of *Essence* algorithmic textures, and the only IFF brush maps are the wallpaper, paintings, and beer bottle label.

The hazy lamp effects were created by building a simple cone object and then giving it a low fog setting. The pictures and wallpaper were scanned using a JX100 scanner, and the beer label was hand drawn in *Opal Paint*. It was rendered at 768 x 576, and took around 13 hours."

FANTASY CATEGORY: Chris Perigo

"The B-Spline rabbit was originally intended to be one of several toys at a doll's tea party, but lack of time meant he dined alone. I'd wanted to do a picture that featured truly soft and fluffy textures, but I couldn't quite get the effect I was after. I ended up with an image which wasn't particularly organic or photorealistic, so I opted for the fantasy category."

The Amiga Bulletin Board Amiga Swopshop recently ran a competition for aspiring 3D ray-tracers. Here, we show you the winners and find out what prominent science fiction illustrator Tim White thought of them.

AMIGA SWOPSHOP 3D COMPETITION



ORGANIC CATEGORY WINNER

Produced using *Real 3D* on an A1500 with 68040 accelerator.

Rendering time: One hour.

By Andy Jones
Anerley, London

Tim White comments:

"A stylish composition showing that simplicity of design can work wonderfully well. The empty areas become part of the whole rather than becoming dead spaces, as in some of the other entries. The beautiful ripples are excellent, the colouring subtle and tasteful. The whole image works as a cohesive unit – brilliant!

"It may be a bit Japanese, but so what?"

PHOTO REALISTIC CATEGORY WINNER

Produced using
Imagine 2 on a A4000/040
with 18Mb of RAM.
By Paul Rance
South Ruislip, Middlesex

Tim White comments:
"This picture has lots of
atmosphere. The room is
realistic and has a warmth to
it. All that dark wood and
those patterned surfaces
give it a sombre glow. All
the objects are convincing;
the two paintings – a Van
Gogh and a Van Eyck – are
well known; I feel it might
have been better with
unknown works.
"Everything works well
apart from the plant, which
seems to be from outer
space! However, this little
construct makes the whole
picture for me, giving it a
faintly bizarre surrealism.
Probably unintentional, but
this has made it a sponta-
neous masterpiece."



VOYPSHOP ION WINNERS

FANTASY CATEGORY WINNER

Produced with *Real 3D* on a
40Mhz 68030-based machine
with 8Mb of RAM.
By Chris Perigo
Kettering, Northamptonshire.

Tim White comments:
"A lovely picture. Nice
enough composition and
undeniably, it's got atmo-
sphere. I like the depth of
field effect which gives it a
dimensional feel, and there's
an interesting blend of sur-
face textures.

"The slight tension cre-
ated by the contrast of the
tablets and toys make the
picture a narrative one,
telling a story with a slightly
sinister aspect. The strange
splash of blue on the radi-
ator nut looks out of place,
though it must be a reflec-
tion of something, but the
rest is pretty well perfect.

The whole melds into a
confident work with imagi-
nation rather than just
creating a pleasing image."



DOOMED MEGALOPOLIS

CHAPTER 2: Disaster



It is now 1923.
The schemes of the satanic megalomaniac Kato move forward to the next generation, with the unnatural birth of Yukiko Tatsumi. With her psychic powers and Kato's hatred, Tokyo's megalopolis is surely doomed.



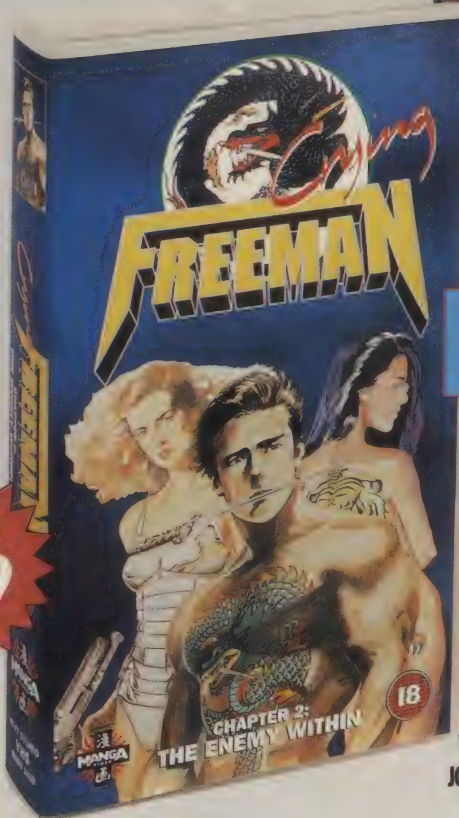
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PROJECTS

SCREENPLAY

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Eastern
promise

SECOND SAMURAI

Hack, slash and punch your way through a world packed with puzzles and pitfalls.

INTRODUCING OUR PANEL OF EXPERT GAME REVIEWERS...

MARCUS DYSON



Now that he's been asked to DJ at a Bath

club, 'The Boss' has been ferreting through his collection of noisy American guitar tunes and has issued a decree stating that he is to be addressed as MC Dr Dee and not Sir as we used to have to call him.

ROB MEAD



It's been a month now since Rob made

the big step up from ST Format. Now he's revelling in the travelling life of an jet-setting computer journalist. We've already sent him to Germany, the sweet shop and Coventry.

TIM SMITH



Tim's been moaning that he never gets his

picture printed, and now you can see why. After getting his head into Premier Manager Tim was heard confiding to his Teddy: "When I grow up I want to be manager of Bristol City... or was it Rovers?"

RICHARD JONES



Since the birth of his baby daughter

Caitlin, Richard's been taking an extra interest in the tone of games. "I'm glad they've changed the name to Donk!" he explained, "I hate to think of people sat around playing with their Dongs."

RICHARD BAGULEY



Tricky Dicky brought a 'friend' round to the office

earlier this afternoon, didn't bother to introduce her to anyone, and then "Popped off early". So the whole team are going to rush round to his flat later under the flimsiest of pretexts to erm... visit him.

STEPHEN BRADLEY



Bradley's abandoned the UK this month

for the States. When we asked him which part of the US he was visiting he became very vague. But he did leave the office humming Kirsty McColl songs and clasp- ing a copy of The Witches of Eastwick.



Strap yourself in and prepare for take off as Rob Mead takes you on a flight into the future to take a look at the Amiga games that will be coming your way over the next few months. Here's where we check out the adventure games, platformers, flight sims and shoot-em-ups that will be on an Amiga near you soon.



Barnies with dotty relatives could be a thing of the past thanks to Supervision's electronic version of *Monopoly*, out now, price £27.99.



There's been a heck of a time lag, but Virgin's arcade conversion of the *Terminator 2* movie finally appears on the Amiga in November.

COMING AT

STAY INFORMED!

Our up-to-the-minute listing of forthcoming releases

NOVEMBER

Allen Breed: Special Ed CD ³²	Team 17	In space, no-one can hear you scream indeed.
Ambermoon	Thallon	Sequel to Format Gold-winning RPG Amberstar.
Another World	US Gold/Kixx	Mid-price re-release of adventure classic.
Apocalypse	Virgin	Mindless mass destruction, death and mayhem. Good.
Benefactor	Psygnosis	Digital Illusions' latest, action packed platformer.
Blue and the Grey	Impressions	Strategic re-enactment of the US Civil War.
Brian the Lion	Psygnosis	Surprise! A cutesy platform game.
Brutal Sports Football	Millennium	Delayed release for (literally) kickin' footy game.
Bubble & Squeak A1200	Audiogenic	What next? Toad in the Hole A1200?
Campaign 2	Empire	Sequel to the acclaimed WW2 battlefield sim.
Cannon Fodder	Virgin	Sensibles turn into bloodthirsty tykes shock.
Cosmic Spacehead	Codemasters	Delayed release for Codies' latest hero.
Cybercon 3	US Gold/Kixx	Ground-breaking 3D adventure going cheap.
Cyberspace	Empire	Futurist RPG from creators of War in Middle Earth.
Eye of the Beholder 1	US Gold/Kixx	Format Gold RPG gets mid-price re-release.
F-117A Nighthawk 2.0	Microprose	Sequel to the phenomenally brilliant F117A.
G2	Psygnosis	More Allen-type nastiness in space.
Global Domination	Impressions	Intergalactic strategy game.
Innocent	Psygnosis	Futuristic graphic adventure starring Jack T Ladd.
K240: Utopia 2	Gremilin	Space god-game enters a new dimension.
Kingmaker	US Gold	Amiga version of War of the Roses boardgame.
Lotus Turbo Trilogy CD ³²	Gremilin	Three racing games on one CD. Spingle!
Man Utd Premier League	Krisallis	League champs celebrate with updated footy action.
Microcosm CD ³²	Psygnosis	A Fantastic Voyage through the human body.
Project X CD ³²	Team 17	32-bit version of Format Gold shoot-em-up.
Qwak CD ³²	Team 17	More ducky fun at a crazy price.
Reach Out for Gold	Flair	Cartoony sports game with humorous elements.
Rugby League Manager	Alternative	Management sim with oddly-shaped balls.
Ryder Cup Golf	Ocean	The Yanks won the Cup, but can you steal it back?
Sleepwalker CD ³²	Ocean	Enhanced version of Comic Relief platformer.
Soccer Kid A1200	Krisallis	AGA release for the footy game it's OK to like.
Surf Ninjas	Flair	Beat-em-up licence of the forthcoming movie.
Terminator 2: Arcade Game	Virgin	More licensed gung-ho from Schwarzenegger.
Winter Super Sports CD ³²	Flair	Realistic multi-event sports sim.
Wiz 'n' Liz	Psygnosis	Elderly wizards in platform-type scenario.
Xmas Lemmings	Psygnosis	The world's most famous rodents get festive.

DECEMBER

Alfred Chicken CD ³²	Mindscape
Bubba 'n' Stix	Core Design
Chaos Engine CD ³²	Renegade
Darkmere	Core Design
Dennis	Ocean
Dennis & Gnasher	Alternative
Liberation: Captive 2	Mindscape
Puggsy	Psygnosis
Urldum 2 CD ³²	Mindscape

JANUARY

Battletoads	Mindscape
Bubble & Squeak CD ³²	Audiogenic
Cartoon Racer A1200	Grandslam
Cliffhanger	Psygnosis
Darkstone	Core Design
Dreamweb	Empire
Last Action Hero	Psygnosis
Mr Nutz	Ocean
No Second Prize 2	Thallon
Sabre Team A1200/CD ³²	Krisallis
Treasure in Silverlake	Flair
World Class Cricket A1200	Audiogenic

Off with its head! Off with its head!	Off with its head! Off with its head!
Two lovable heroes for the price of one.	Two lovable heroes for the price of one.
One of the best pressies you'll get this year.	One of the best pressies you'll get this year.
Off-delayed RPG finally gets released.	Off-delayed RPG finally gets released.
Licensed version of the cutesy movie.	Licensed version of the cutesy movie.
Platforming license starring the Beano faves.	Platforming license starring the Beano faves.
Space RPG takes on a whole new dimension.	Space RPG takes on a whole new dimension.
Cute platformer from the makers of Bob's Bad Day.	Cute platformer from the makers of Bob's Bad Day.
Braybrook's fab sequel gets the 32-bit treatment.	Braybrook's fab sequel gets the 32-bit treatment.

The warty ones are nearly here...	The warty ones are nearly here...
What next? Toad in the Hole A1200?	What next? Toad in the Hole A1200?
Cutesy cartoon characters go racing.	Cutesy cartoon characters go racing.
Sly gets his own back with another film licence.	Sly gets his own back with another film licence.
Ambitious RPG with 3D isometrics.	Ambitious RPG with 3D isometrics.
Overhead future-shock adventure.	Overhead future-shock adventure.
Licensed version of Arnie's surreal action comedy.	Licensed version of Arnie's surreal action comedy.
Squirrel takes on the cutesy world at its own game.	Squirrel takes on the cutesy world at its own game.
Sequel to 3D bike racing sim.	Sequel to 3D bike racing sim.
More thrills 'n' spills in AGA version of SAS sim.	More thrills 'n' spills in AGA version of SAS sim.
Point-and-click adventure set in the Wild West.	Point-and-click adventure set in the Wild West.
See those Sunday League strips in 256 colours.	See those Sunday League strips in 256 colours.

CANINE CRAZY

From Goofy to Lassie, Shep to Wylie Coyote, there seems to be no end of lovable canines trying to slobber their way into your affections.

The latest is Core Design's *Wonder Dog*. Raised as a puppy on the remote planet of K9 (ho! ho!), Wonder Dog has been sent to earth to defeat General Von Ruffbone's megalomaniac plan to control the entire galaxy.

This platform game features seven worlds of canine mayhem comprising 400 aliens, 60 bonus rooms and two hidden levels. It's enough to make anyone start eating dog food we can tell you. *Wonder Dog* is released in November, price £25.99. Get on the dog-and-bone to Core 0332 297797 if you want further details.



Wonder Dog tiptoes through Bunny Meadow in search of the evil General Von Ruffbone and his mischievous henchmen.

SEEK AND DESTROY

Next up from those antipodean coders at Vision Software is a helicopter shoot-em-up called *Seek and Destroy*. Not content with having brought us *Skidmarks*, one of the most playable car-racing games of recent years, Vision have now taken it upon themselves to bring playability to the rotating viewed-from-above shoot-em-up.

The formula? The main sprite stays still, and the world rotates around it, has been tried before – but with little success. Vision are convinced they can make it work, and judging by the the demo we've played (get it on the cover of *Amiga Power* soon) they are right. This blast has all the signs of being one helluva great shoot-em-up.



The idea of the game is to seek out new worlds, new civilisations... and destroy them! Or something.

AMAZON QUEEN



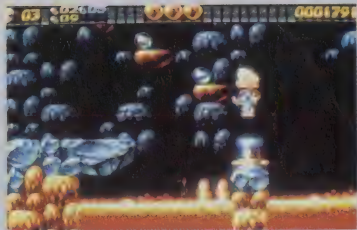
This is either about a very tall man dressed in drag, or it's the gripping adventure game *Flight of the Amazon Queen* due for release in January.

Australian coders Binary Illusions have recently teamed up with Renegade to bring a steamy new graphic adventure to the UK.

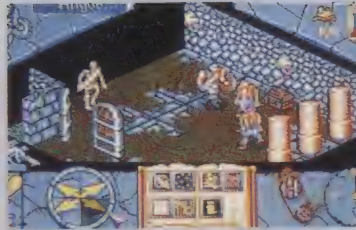
Set in the temperate jungles of deepest Latin America, *Flight of the Amazon Queen* follows the fortunes of pilot Joe King and Faye Russell following a mysterious plane crash. Before long you uncover a dastardly plot to destroy mankind and must do everything in your power to defeat the evil that threatens the world you love so much. What looks to be an extremely promising and involving adventure game is due to be released through Renegade in January 1994, price to be announced.



Drop into the middle of a 3D space war with Microprose's futuristic strategy sim *Starlord*, available in January, price to be announced.



A precocious kid takes on the Tinhead Army in Renegade's platformer, *Ruff 'n' Tumble*, due for release date April, price to be announced.



Originally planned for release last year, *Hero Quest* sequel *The Legacy of Sorasil* will almost certainly be released in November, by Gremlin.



Ex-Bitmap Brother Sean Griffiths ups the beat-em-up stakes with the *Rise of the Robots* through *Mirage* in January. More next month.

TRACTIONS

TORNADO TOUCHES DOWN

After months and months of delay, Digital Integration's ambitious flight sim, *Tornado*, finally appears on the Amiga in mid-November.

Developed in conjunction with the RAF and British Aerospace, *Tornado* looks set to give flight simulation specialists Microprose a real run for their money with its highly impressive accuracy and unswerving attention to detail.

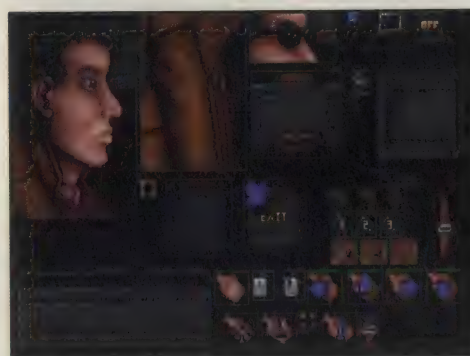
The game features 20 training missions inside a simulator, 10 further training missions within the aircraft and a further 54 missions spread over three combat zones. Each battle arena also features a Campaign option in which you have to complete a further 10 missions in a particular order. If that's not enough to get you excited, there's also an action-packed two-player head-to-head option so you can invite your best friend round for a game, and shoot the living daylights out of them.

Tornado is A1200-compatible and costs £34.99. You can reach Digital Integration on 0276 684959 if you need to know more.



Apparently the music for *Tornado* is so good, that Digital Integration decided to give it a separate CD and cassette release. Spooky, huh?

EMPIRE'S DREAMING



Love may be stronger than death (or so they say), but in the surreal atmosphere of *Dreamweb*, anything is possible.

If you've ever woken at 3am soaked in sweat and quivering like a jelly, don't blame it on the late-night cheeseburger. It's more likely to be the work of the evil forces controlling the *Dreamweb*, Empire Software's latest adventure game.

You play Ryan, a loner who's been given the unenviable task of leaping the gap between the conscious and subconscious in a bid to free the

world from impending doom. Freely borrowing from sci-fi classic *Blade Runner*, *Dreamweb* is filled with disturbing images, copious amounts of gruesome death, bad language and bedroom acrobatics.

The game also features 200 rooms spread across 30 locations, 80 individual characters for you to interact with and literally hundreds of objects for you to examine and use. It all adds up to an extremely atmospheric package which is best described as an "adult adventure," *Darkweb* goes on sale in January, price £34.99. Empire can be contacted on 081-343 7337.

TACTICAL FIGHTER EXPERIMENT (TFX)



TFX puts you in charge of a UN rapid response force patrolling the world's trouble spots...



...So presumably when you take out the enemy you do so in a strictly peacekeeping manner.

Ocean are throwing their weight behind the A1200 and CD³² platforms with a little help from Digital Image Design and their latest project *TFX*. The game is a 3D flight sim which places you in control of a United Nations rapid response force which has been sent to cover the world's trouble spots. There are eight different theatres of war for you to explore in a wide variety of hi-tech gunships including the European Fighter Aircraft and F-117 Stealth Fighter.

With over 200 multiple-objective missions to accomplish and some simply stunning graphics, it looks like Ocean could have yet another winner on their hands. The A1200 and CD³² versions of *TFX* lands at your local computer shop in January, price £34.99. Phone Ocean 061-832 6633.

ZOOL 2

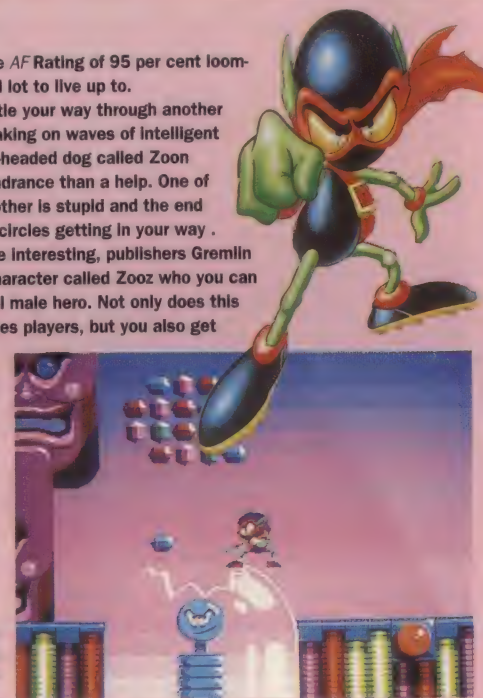
With its predecessor's massive AF Rating of 95 per cent looming over it, *Zool 2* has an awful lot to live up to.

This time you have to battle your way through another six levels of platform action, taking on waves of intelligent baddies with the help of a two-headed dog called Zoon who proves to be more of a hindrance than a help. One of the dog's heads is clever the other is stupid and the end result is that it runs around in circles getting in your way.

To make things even more interesting, publishers Gremlin have also included a female character called Zoos who you can opt to play instead of the usual male hero. Not only does this mean more fun for female games players, but you also get twice as much gameplay because Zool and Zoos have different ways of overcoming the same obstacles.

Zool 2 is released on all Amigas in November, price £25.99, with the CD³² version following in January, price £29.99. The A1200 version will be fully enhanced.

Zool, Zoos and Zoon form a triumvirate of Ninja heroism in a bid to outwit the evil and metamorphic Mental Block.



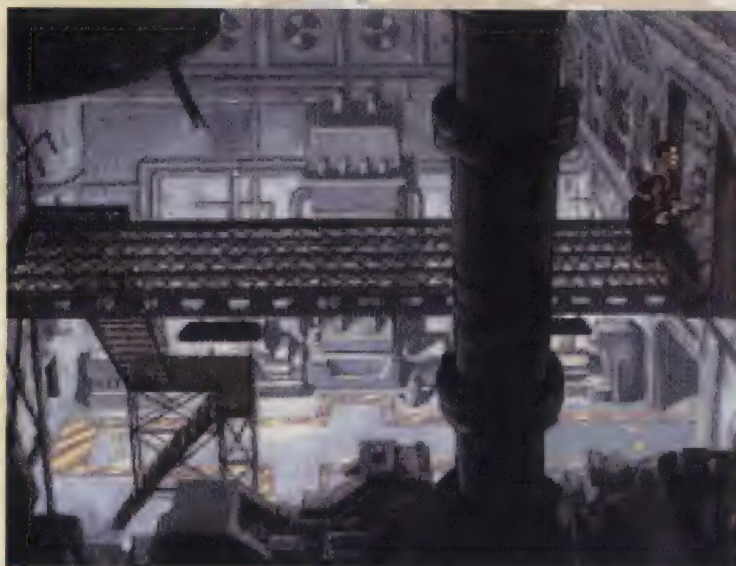
BENEATH A STEEL SKY



If you thought that *Lure of the Temptress* was pretty damn good, then just wait until you see what Revolution Software have created when they unveil their new graphic adventure.



With atmospheric "sets" drawn by the great Dave Gibbons, *Beneath A Steel Sky* looks like being one hell of a graphic adventure. Let's just hope that it plays as well as it looks.



With 80 different locations full of swoonsome visuals, the standard Amiga version will be available on 12 disks. Luckily, disk swaps are kept to a minimum and it's all hard drive installable.

No-one can accuse you of being paranoid. They really are out to get you.

For a start they've murdered every member of your family and only the timely intervention of a robot security system saves you from a similar fate. You're captured, bundled into a helicopter, and flown to The City where the mystery unfolds.

Set in a cyberpunk future, *Beneath A Steel Sky* features stunning backdrops from 2000AD artist Dave Gibbons. Charles Cecil, Revolution Software's MD, explains how the comic book hero got involved: "We got in touch with him when I worked at Activision and he was very much into computing and really wanted to do something. We are very good at creating games, while David is obviously very good at the visual and storyline side, so it was a natural working relationship. We complemented each other."

With such striking graphics, Revolution had to be sure the game engine and storyline were strong enough to carry them. The Virtual Theatre engine from *Temptress* was beefed up to make *Steel Sky* as playable as possible, but without losing features — like the ability to peer through cracks in walls — which made *Temptress* so startling. In particular, the characters' artificial intelligence has been improved so they can change the way they react when you talk or fight with them.

The most significant element, however, is the inclusion of a really strong storyline. Charles Cecil believes a plot is usually the last thing on a developer's mind when they develop a graphic adventure. "Most American graphic adventures are a little shallow because the American public doesn't see plot as very important. However, European gamers seem to want to think a lot more about what they're doing and we've tried to reflect that."

The strong storyline proves to be an integral part of the whole *Steel Sky* concept, giving it an almost cinematic feel. Nothing is left to chance or coincidence, there is a reason for everything, and this logical approach to storytelling is also reflected in the puzzles — dangling rubber chickens from telegraph poles *Monkey Island*-style won't solve anything, you actually have to try and figure things out in a rational way.

Steel Sky has a strictly non-linear approach to gameplay, so you won't spend weeks trying to find the key at B to open the door at X. Charles Cecil explains: "We've tried to make the game fit around the player, not the player fit around the game."

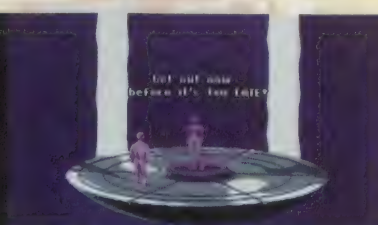
Beneath A Steel Sky is released in January, priced £29.99. An enhanced A1200 version will follow at Easter.



A doctor draws rabbit shapes with his patient's intestines as Foster looks on in disbelief.



Foster swings Luke Skywalker style across one of The City's man-made chasms.



Monitors in the computer centre display scenes from other sections of the game.

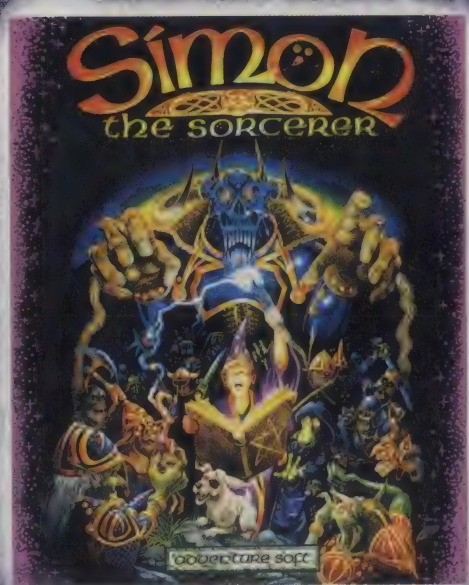
Inside The City's computer, you're launched into a conversation with a pretty hologram.

WARNING!

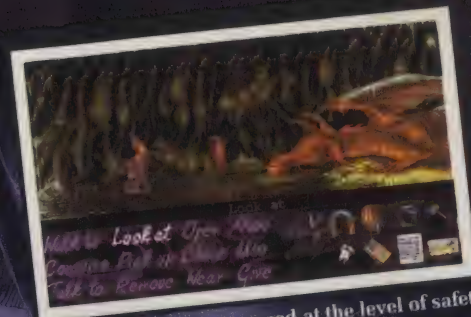
THIS GAME CONTAINS DANGEROUS PROPORTIONS OF HUMOUR AND WIZARDS AND DRAGONS AND GIANTS AND BARBARIANS AND OWLS AND QUADRUPEDS AND DWARVES AND LARVAE AND PRINCESSES AND WITCHES AND TROLLS AND GOATS AND GOBLINS AND DRUIDS AND SHAMEN AND WEREFROGS AND...

"What are you leering at?", I snapped. The rock continued to stare at me but said nothing. It came as no surprise, dear reader. Everything in this magic forest seemed destined to rouse my anger. Only tomorrow a beery dwarf will tell me to naff off and a socially inept Swampling will lay a guilt trip on me. Banishing the shapeshifting witch and freeing Calypso the Wizard had sounded like any old computerised graphic adventure for hot rodding gamers. Yet having savoured the armpit aromas of an angry troll, been eaten by an amphibian and having discovered how utterly uninteresting fungi and flora can be, I find myself in no ordinary quest.

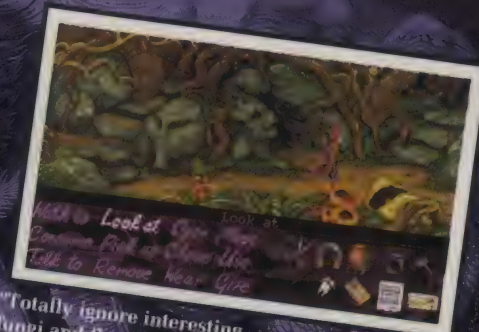
With thousands of frames of (ouch!) eye popping animation and full colour music you must hear with your ears to fully appreciate, you'll move through a land so amazing you'll be amazed.



adventure soft



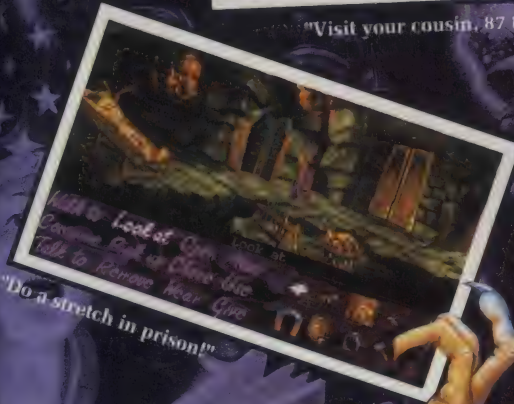
"Be amazed at the level of safety features!"



"Totally ignore interesting fungi and flora!"



"Visit your cousin, 87 times removed!"



"Do a stretch in prison!"



"Be invited to really interesting dinner parties!"

IBM 3.5 High Density PC, PS/2, AT and compatibles, VGA/MCGA 256 colours Supports AdLib, Soundblaster, Roland
Required: 570k Free RAM, Mouse, Hard Drive (min 10Mb)
19mhz 286 or faster recommended
Amiga 500/600/1000/2000/3000/4000 1 MB RAM required
Enhanced Amiga 1200.

AVAILABLE ON PC & COMPATIBLES,
AMIGA AND ENHANCED AMIGA 1200.



VIVA

When Uridium 2 arrived at AF we all got nostalgic for the old 8-bit days. So Rob Mead checked back to the times when gameplay was everything a new release had to offer...

Just like the movies, game sequels tend to be lacklustre cash-ins on an original idea. Not so with *Uridium 2*. Programming genius Andy Braybrook has reinvented his own 8-bit classic and turned it into a storming shoot-em-up for the Nineties. Read 'em and weep.



You've played the Coverdisk demo and been wowed out of your Wellingtons, but

Uridium 2 is more than just a very good shoot-em-up. It's another in a long line of classic 8-bit games which have been successfully transformed on to the Amiga. Games such as *Defender*, *Elite* and *Pacman* might look old-hat now, but they were at the cutting edge of arcade excitement in the early Eighties and have inspired legions of imitators since.

It all started with *Space Invaders* in 1980. Five rows of squat aliens frogmarched down the screen at you lobbing missiles while you dodged and shot back from behind your blocky defences. It was all very primitive, but had you hooked within seconds. *Galaxian* followed a couple of years later and offered even more precarious thrills – the hiding places had disappeared and rogue aliens descended on you with alarming ferocity.

However, it was *Defender* which really got the 8-bit ball rolling. Along with *Uridium*, *Defender* was one of the best shoot-em-ups ever to appear on a home computer. Originally converted from the coin-op by Jeff Minter, *Defender* placed you in control of a pathetically-armed spaceship and then sent you hurtling through waves of alien nastiness.



There was *Pong*, there was *Space Invaders* and then there was *Pacman*. Still one of the most addictive games ever invented and a constant source of inspiration for PD coders.

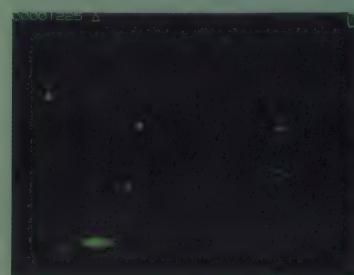
What it lacked in graphical prowess *Defender* more than made up for in gameplay – enemies suddenly materialised in front of you, their lasers spitting death in all directions. Best of all, the world's classiest horizontal-scroller finally arrived on the Amiga in 1990 as *Defender 2* (AF18 78%). The cumbersome controls and fiendishly-fast gameplay did little to detract from the game's appeal and there were two new ver-



sions for you to marvel at. If you've never played *Defender*, or fancy reliving your fast-receding youth, then check out the *Blitz Basic* version on AF52's Coverdisk. Jeff Minter's original is also available from Llamasoft, price £6.

Blast-em-up in space

If shooting sentient beings is too violent for you, you could always try blasting hunks of rock instead.



There was none of this 256-colour nonsense in the old days. Just a black and green gamefield and a very resilient keyboard, but *Asteroids* still made you sit up and beg for more. Brilliant.

Asteroids placed you in control of a spaceship resembling a triangular pea-shooter, then sent huge lumps of spacedust hurtling towards you.

Despite precious little depth in the gameplay, *Asteroids* proved to be a massive and enduring hit – the Public Domain is littered with *Asteroids* clones and even major software houses aren't afraid of dipping their toes in the retro pool – check out Daze Marketing's *Stardust*

BACK TO THE FUTURE



David Braben
– Independent

Most famous 8-bit game:

Elite.

Favourite 8-bit game:

"I enjoyed *Revs...* *Starship Command*. I liked the BBC version of *Defender*."

What's so good about the old 8-bit games?

"Playability. And very much so. Far too many games are derivative of old games. Things go through fads – flights sims, football games. The current fad seems to be animals with unusual attributes(!). The whole thing's become terribly commercial now and a lot of the excitement has gone out of it."

What do you like about games now?

"The look of games now is certainly very nice. They're becoming more photo-realistic. Games have been seen as very techie – as kids' toys – for a long time, but that's changing now. It's no longer just about shooting and killing, so it's more likely to appeal to a mass audience, get girls more involved."



Andrew Braybrook – Graftgold

Most famous 8-bit game

Uridium.

Favourite 8-bit game

Sheep in Space (Jeff Minter)



Every single cutesy platform game ever released took its inspiration from the adventures of two dinosaurs called *Bubble and Bobble*. Now you know who to blame for *Alfred Chicken*.

(Coverdisk AF49) or *Blasteroids* from US Gold's budget label, Kixx.

Cute and perfectly formed

Before long, the cutesy arcade game also made an appearance – in *Pacman* – where you played a pill-eating blob pursued by shimmering ghosties around a series of complex mazes. Meanwhile games like *Manic Miner* and *Bubble Bobble* introduced the concept of the plat-



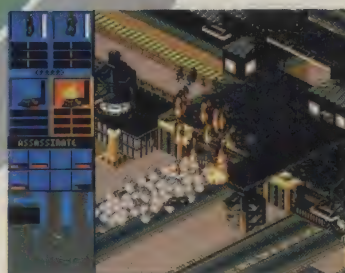
The spookily mechanical march of blocky sprites down a TV screen marked the birth of the home computer industry and turned a generation of spotty adolescents into bedroom recluses. Yup, *Space Invaders* had it all.



Excellent Amiga games like *Monkey Island 2* prove just how far the industry has moved on since the 8-bits. You couldn't imagine playing this on a VIC-20, could you?

form game. Although the Amiga version of *Manic Miner* (AF10 25%) failed to live up to expectations, *Bubble Bobble* went on to spawn *Rainbow Islands* – arguably the best Amiga game ever – and *Pacman* provided fruitful inspiration for PD programmers who gave the Amiga, erm, *Pacman*, *Super Pacman* and *Pacman 92*.

A mention must also go to *Frogger* – now available in the



The ultra-violence in *Syndicate* takes realism in computer games to a new extreme – torched buildings, butchered women and children are all trademarks of Bullfrog's challenging classic.

Public Domain as *Croak* – and *Impossamole*, two 8-bit arcaders which became Amiga classics in their own right.

A new perspective

One of the most startling genres on the old formats, however, was 3D. Games such as *Elite* and *Battlezone* presented you with a primitive version of Virtual Reality which you couldn't help but be drawn into. It

might look terrible now, but in 1985 *Elite* was THE 8-bit game to own.

David Braben skilfully combined strategy, arcade and puzzle elements into a thrilling space adventure which made you feel as if you were Hans Solo from the *Star Wars* movies. The game proved such a huge success you can still buy it from Microprose. David Braben is also finally releasing *Elite's* sequel, *Frontier*, at the end of October through Gametek.

Earthy adventures

Battlezone – and derivatives such as *Amiga Encounter* and *Backlash* – offered you more down-to-earth adventures as a tank commander sent to knock out a bewildering array of alien vehicles.

The thing to remember about all these games – and many others which have gone to 8-bit heaven – is that they were all about playability. There was no danger of you being hoodwinked into buying a crap platform game because the graphics looked good. Games such as *Uridium*, *Defender* and *Elite* have established themselves as classics, because they're just as exciting and addictive to play now as they were when first released.

However, before you get too nostalgic for the old days, remember there are plenty of classic Amiga games which could never have been released on the BBC or C64. Games such as *Monkey Island 2*, *Civilization* and *Syndicate* offer you even more playability than their 8-bit predecessors, and combine the kind of superb sound and graphic effects for which the Amiga is justifiably famous. And, with a rash of CD32 games on the horizon, things can only get even better.

With Uridium 2 in the shops and Frontier: Elite 2 on the way, we ask three 8-bit pioneers what they think of the format that made them famous.

What's so good about the old 8-bit games?

"There was a lot of love lavished on getting the playability right because the graphics were so limited, you only had 3-5 colours to play with and only one programmer, so it was worth spending a lot of time getting the gameplay right."

Are there any 8-bit games you would like to see on the Amiga?

"I'm still waiting for *Dropzone* (Archer Maclean). I'd like to see Jeff Minter's – games you play in a lunch hour and not have to think about too much."

What do you like about games now?

"The perceived quality of games has rocketed and we've got to keep up with that. The big worry for CD is that people will put tasty graphics and sounds on as an excuse for crap gameplay."

Most famous 8-bit game

Gridrunner on the VIC-20.

Favourite 8-bit game

Star-Raiders on the 8-bit Atari.

What's so good about the old 8-bit games?

"I think game creators had to be very clever with playability. The graphics were limited due to the constraints of RAM and video resolution, so the only way to attract people to a game was to provide original and addictive gameplay. Naff designs just didn't make it. I think all apprentice coders should have to write a complete game in 3.5K and make it playable, just as an exercise."

What do you like about games now?

"More power and RAM in today's machines means there is more room for game designers' imaginations to work in. You can use artificial intelligence, scalable 3D objects, elaborate particle systems and realtime video effects – all new kinds of games which weren't possible before."



Jeff Minter – Independent



URIDIUM 2

Back in the good old days of the Commodore 64, Andy Braybrook created the classic space age shoot-em-up *Uridium*. Now he's updated it for the Amiga, bringing despair to potential pop stars everywhere.



Video games are killing pop music. That's what some people say. If it's true, Andy Braybrook stands accused of being a mass murderer. You wouldn't think it to look at him, but his 'rap sheet' says it all.

In April of 1990 Andy's conversion of the coin-op classic *Rainbow Islands* hit the shelves. *Milli Vanilli's* chart career never recovered. Later that same year Andy delivered the second barrel of his Amiga assault. *Paradroid 90* scored 88 per cent (Andy's lowest ever), but *New Kids On The Block* never scored another chart success. Throughout 1991 the bubblegum bubbleheads breathed easily as Andy toiled with *Fire And Ice*. But its June 92 release was like a rain of fire and damnation on *EMF* who haven't had a top ten hit since.

Take That must be quivering in their designer trainers right now, as Andy is about to unleash his meister-

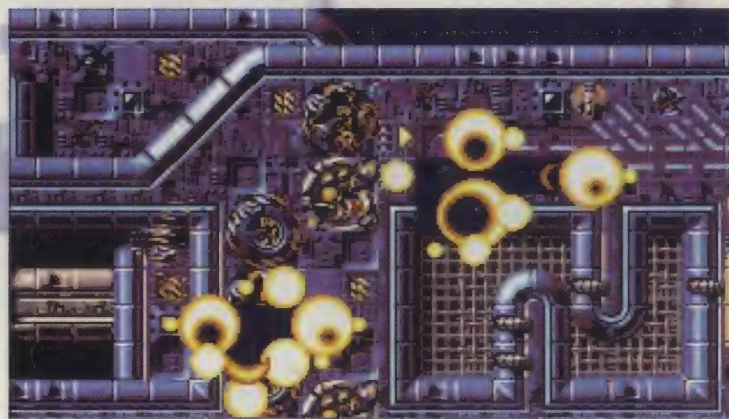
werk on a suspecting world. I say suspecting world because this game has existed as a concept since 1986. It was in February of that year that Andy released the 8-bit classic space shoot-em-up *Uridium* (putting paid to *A Flock of Seagulls* at the same time).

After its release on every 8-bit format you can possibly imagine, including the Atari ST (which wasn't strictly an 8-bit, but was almost as powerful as one), Andy decided it would be a good idea to do a version for the then-new Amiga.

Heavy metal

So that's what he has done. Well, almost. The truth is that the Amiga version takes the original concept and expands upon it so that it nearly bursts, culminating in *Uridium 2*.

The basic concept of the game is simple. You control a single-seater fighter-craft called a Manta. Your



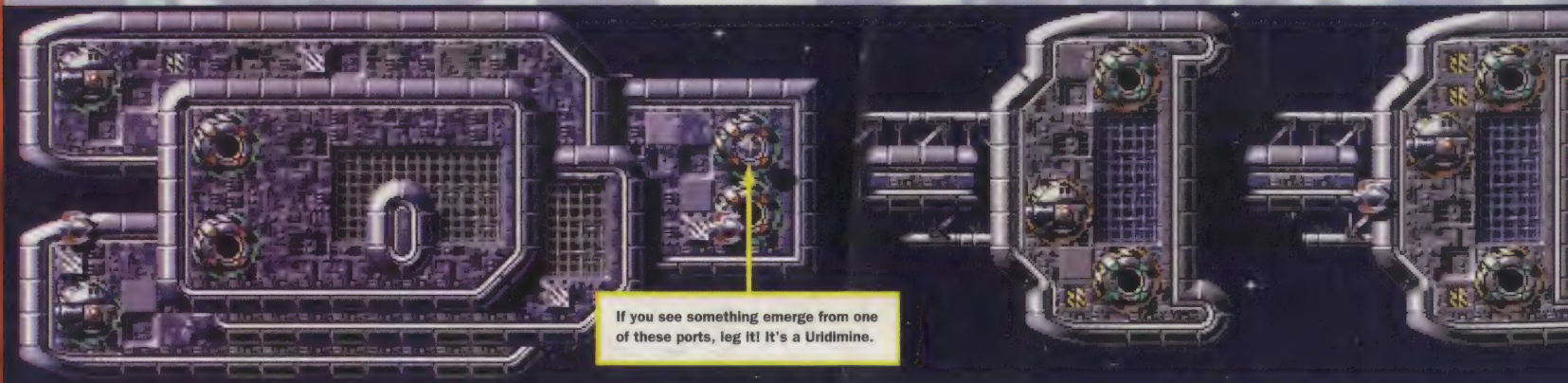
Watch that ship crumple in a wash of flame! That's what it's all about, really.

mission is to intercept fleets of enemy dreadnoughts and inflict a crippling amount of damage on them. That's the main idea, but things are never that simple in shoot-em-ups. Well, not in the good ones anyway.

Your Manta is dropped off the prow of the dreadnought, leaving you to scream over the surface and blast away deck guns, landing strips, surface fighters, radar towers, mine ports and other fairly technical-looking items. Surprisingly enough, the dreadnought crews don't particularly want you to do this, so they throw all sorts at you to try to stop you.

The first line of defence is the deck guns, swiftly followed up by the deadly Uridimines. As if this wasn't enough, there are fighter squadrons to take into account. These fly in fast, deadly waves trying to blast you with their lasers. If you destroy an entire wave, the lead ship drops a pick-up, which can either be a weapon or a bonus. Things get even harder on later levels, because the enemies get smarter and there are also walls and narrow gaps to squeeze past.

Once you've knackered the outside of the ship enough and taken out the odd wave of enemy fighters,



If you see something emerge from one of these ports, leg it! It's a Uridimine.



ALL FORMS OF MAIMING

Blasting an entire alien wave reveals these pick-ups to help you in your mission:



500 - Adds 500 points to your score.



1000 - Adds 1000 points to your score.



LASER - Gives you a more powerful laser stream.



BOMBS - Enables you to drop bombs and destroy deck targets.



TORPEDO - works like a bomb, but enables you to target particular items.



IONISER - Belches a deadly laser stream to obliterate targets. (yessss).



PLASMA - Radiates rings of destruction.



CYCLONE - Sends out twisting strands of fire.



CHASER - Hovers around and trashes anything that flies past.



SHIELD - Gives you temporary immunity.



MANTA - Adds an extra life.



X2 - Doubles score earned until the end of the level.



Once inside a ship, it's time for some Gundam on fuel core action. Let 'er rip! Blamm!

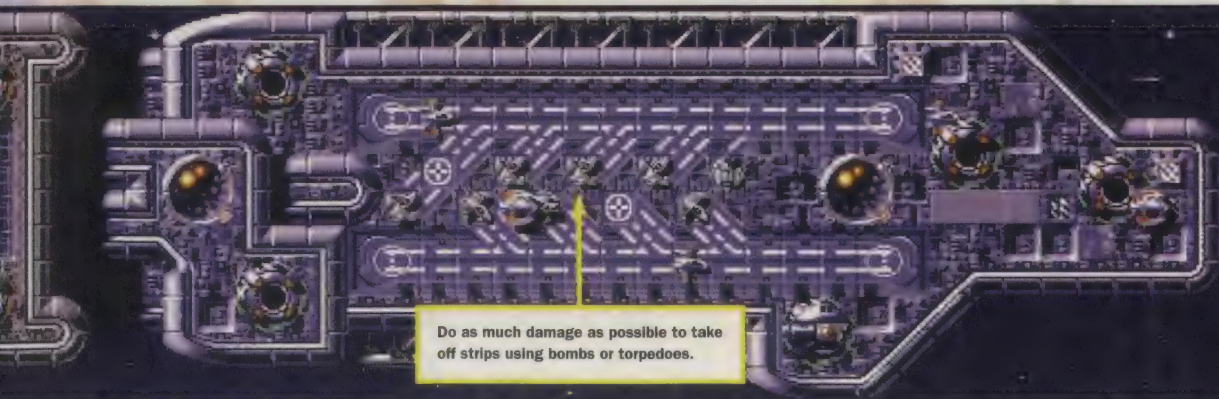
“Uridium 2 is a crazed, frantic, adrenaline-added piece of action.”

Uridium 2's graphics are some of the best yet seen in a shoot-em-up. The sprites may be small, but the animation is fast and fluid, and the dreadnoughts look wonderful. The futuristic, cyber (sorry) feel is definitely there, especially when you see the later fleets. A1200 owners get even better visuals, since the missiles leave smoke trails, the fighters blast exhaust flames and crashing ships dive in a hail of smoke and flames.

Blast from the past

Those who remember the original version will be glad to know that the feel is still there – only better. The scope has been widened, the action increased and the challenge doubled (at least). Forget all these other namby *Defender* clones, *Uridium 2* is THE *Defender* variant... with knobs, bells, whistles, coloured flags, hooters and fluffy dice on.

Marcus Dyson AF



URIDIUM 2



PROGRAMMERS

Andy Braybrook

PUBLISHER

Renegade 071-481 0214

PRICE

£25.99

RELEASE

November



GRAPHICS

Superb sprites and backdrops.

SOUND

Crazy crashes and bangs.

ADDICTION

"I must beat this ship..."

PLAYABILITY

Great version of a classic.

VERDICT

“A classic game which has been brought bang up to date. Wonderful graphics, loads of blasting and a hook big enough to snare Jaws.”

94%

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ISSUE 32

The Best Selling Word Processor and Database just became even better...

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Not surprising when you consider the extensive features at your fingertips, combined with user friendly simplicity, it was bound to be a winner! In a comprehensive Word Processor test, Amiga Format commented "There is little to fault Pen Pal, it deserves to do well" - quite a prediction it seems! Format have since said that it's "Still the best value for money..." If you're not a Pen Pal user yet, we hope you soon will be, because at just £49.95... the best just became better, even better value!

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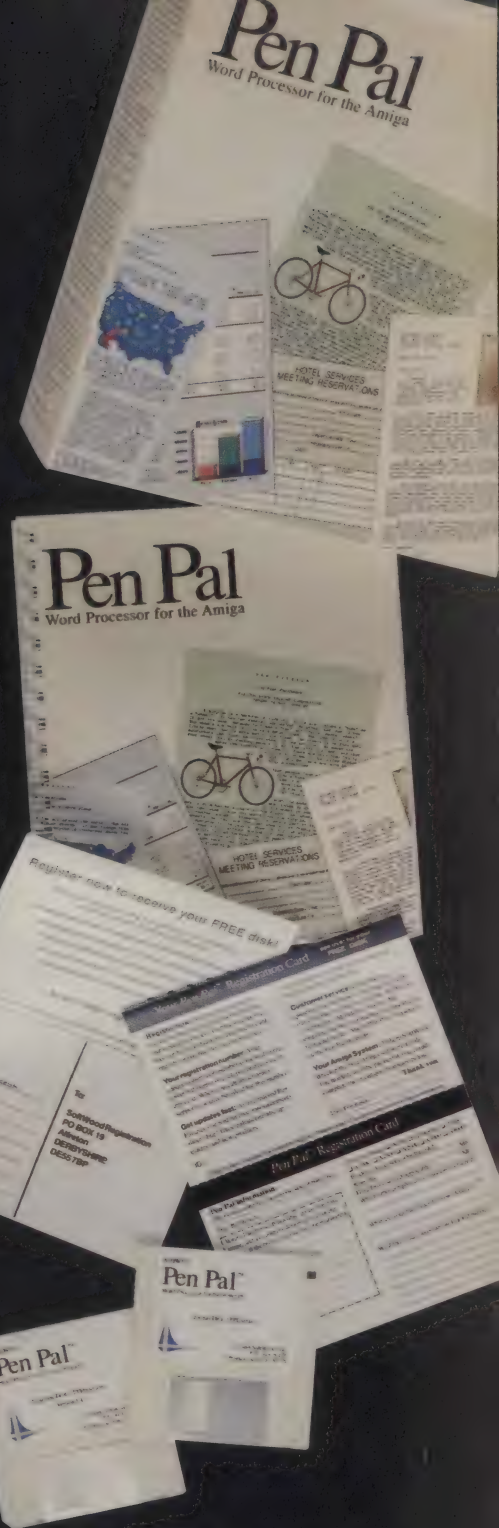
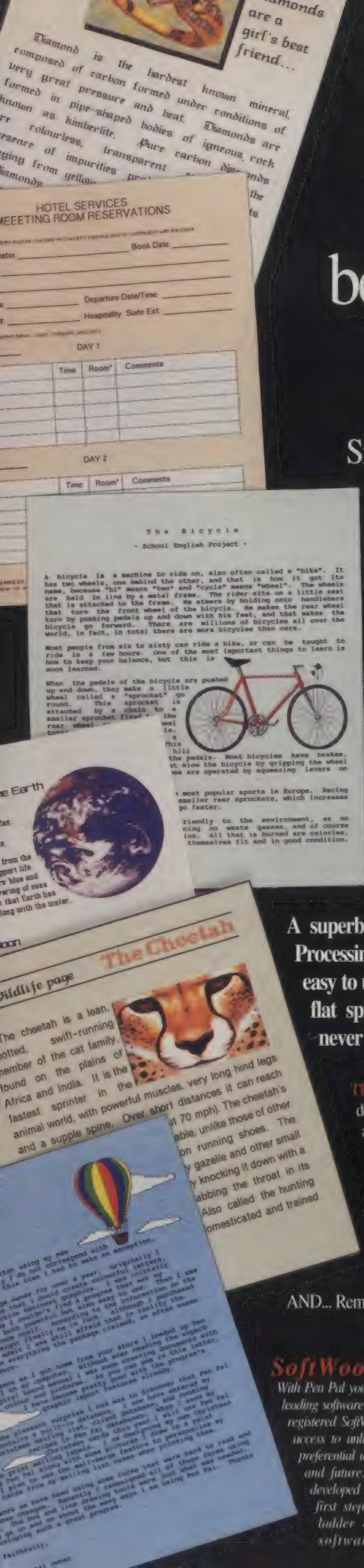
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Welcome to Gameblaster, and on the show tonight, we'll be finding out who is going to host the next series. Will it be veteran presenter Domingo Diamante, or the pretender to the crown, Flexter Deckchair?

Our two contestants will be wearing oriental garments and doing battle in a fabulous new game, *Second Samurai*, to decide who take (that's Japanese, that is) top spot. A cunning mixture of puzzle, platform, beat-em-up and shoot-em-up, *Second Samurai* makes *The Crystal Maze* look like Andy Pandy — you know, a sort of cute boy-doll in a funny stripy outfit.

And without further ado, it's on with the show. The object is to battle your way through 10 levels of sword-waving, fist-crunching, knife-throwing fun. Collect the weapons, pick up the points, solve the puzzles and slay the beasties. The guy with the most points gets to host the new series of Gameblaster. Is it worth it? Of course it is.

Join us after the break

Oh dear, young Flexter looks a bit ropy early doors. A snake caught him in possession there — slight pause — of a large sword. Boom boom. That's it chaps, collect the books — they give you extra power. Veteran broadcaster Domingo is having to show all his Gameblaster expertise, deflecting the huge dragon's attention to his 'friend' Flexter. We'll leave it there for a few minutes folks. Back after this short intermission.

"Do you have an Amiga? Do you like computer games?"



SECOND



This end of level baddie is a tough cookie. Just when you think you're starting to make some progress by kicking various limbs off, his little metal helpers come and weld them back on.

If the answer to these questions is yes then have we got an offer for you!

Vivid Image and Psygnosis have teamed up to produce a fantastic new computer game for your Amiga."

Part two

And you join us at a critical moment in the proceedings. Flexter has just asked if he can go to the toilet, but the adjudicator has said that all he can do is hack and slash.



The Samurai lad in the red pyjamas has his work cut out if he's going to trash this mean, green beastie, eh readers?

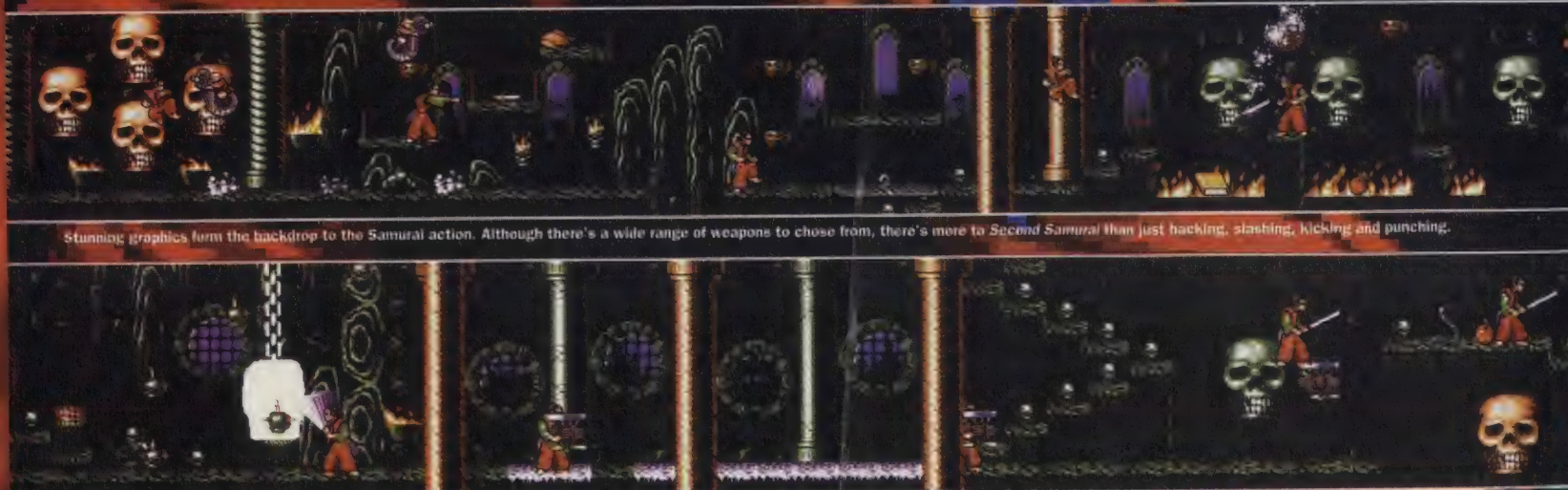
Our man with the mike, Mike, is down on the ground talking to Domingo.

"Domingo, how's it going?"

"Mike, it's bonkers out here. I got myself a sword early on by collecting a yellow book..."

"Domingo, I'll have to stop you there. I'm hearing that we have to go back to Steve at the reviews desk because he's got to do a review of *Second Samurai*. This version works on all Amigas, but a special enhanced A1200 version is on the way. Over to you Steve"

So it's finally here. And after two years in development, *Second Samurai* does not disappoint. Fabulous graphics and sound, huge worlds to explore, frightening end of level bosses to overcome and puzzles galore to solve make this an addictive experience. And it's become



Stunning graphics form the backdrop to the Samurai action. Although there's a wide range of weapons to choose from, there's more to *Second Samurai* than just hacking, slashing, kicking and punching.

Having said that, life does seem a whole lot better when you've got a Samurai sword. It's worth getting just for the sampled cry of 'My sword' which kept some of the finest minds at AF amused for hours.

SECOND SAMURAI

SECOND SAMURAI

PROGRAMMERS

Vivid Image

PUBLISHER

Psygnosis 051-709 5755

PRICE

£29.99

RELEASE

November



NEEDS 1 MEG

GRAPHICS



Like real little men in pyjamas.

SOUND



Swish, slash, "My sword".

ADDICTION



Chris, go and do some work.

PLAYABILITY



Maddening, but fun.

VERDICT

"A high-kicking, sword-swishing oriental extravaganza with puzzles and punches, and levels and devils. *Second Samurai* is certainly full of Eastern promise."

91%

This head appears from beneath the ground. Jump on it repeatedly to send it back where it belongs.

SAMURAI



An oriental game wouldn't be complete without a Sumo wrestler. This chap is called Brian and used to be a bus driver in Bury before his life was changed by the Channel 4 late-night Sumo programme.

popular in the office with people milling around my desk muttering: "Me, I want to hack and slash, me, me".

The two-player option offers three play modes — Friendly, Stun and Kill. In the

Friendly option, you and a pal go on a joint venture and boy, do you get to ease some wild joints. The Stun and Kill modes enable you to damage your opponent, but you wouldn't want to do that, would you?

Weapons include swords, daggers, bombs and seeker skulls which follow the enemy, and there's also a nifty jetpack to strap on your back followed by a fantastic shoot-em-up sequence.

One of the many pleasing aspects of *Second Samurai* is that it's not just a case of frantic joystick waggling. The fighting moves take a while to learn but once perfected, you'll be ruthlessly efficient.

There's also an impressive end of game sequence which depicts the tale of the Samurai in story form. The amount you see depends on how many experience points you collect.

Second Samurai is good; very good. So put on those red pyjamas, boil some saki, change your name to Harry Kari and shout: "My sword".

Stephen Bradley



Here the Samurai lad bursts the clouds to put out the fire. He's after that magnet so he can use it to lift up the grill. Told you it wasn't just all swordplay.



Once he's got his flashing blade the Samurai lad dashes for the end of the level, where he jumps on the cannon and is transported to a new adventure.

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Tipster is available in two versions, costing £34.95 each. The *International* version is for use with daily newspapers while the *Professional* is for use with *The Racing Post*. Please phone for a demo disk (£9.95 refundable against purchase) which also contains *The Punter* (Pools), *The Dogs* (Greyhounds) and *The Bookie* (Odds Calculator).



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OSCAR AGA

You can run, but you just can't hide. And there's no escaping the fact that cutesy characters sell game platforms. Sega and Nintendo would be nothing without Sonic or Mario. So it's no surprise Commodore have joined the fray by bundling *Oscar* with the A1200.

Oscar is *Trolls'* mutant offspring. The wirey-haired dwarves from last year's surprise platform hit have been replaced by a mean-looking dude with egomaniacal tendencies. In fact, he loves himself so much, he spends his time hanging around cinemas trying to find bronze effigies of himself.

The first thing you notice about *Oscar* is how similar it is to *Trolls*. Both games feature seven themed worlds, exquisite graphics, heaps of ferocious nasties and a friendly elephant who helps you when you die. They also share an identical bonus system where you collect a series of letters to get to the extra levels.

But the similarities end there. Where *Trolls* was derivative but fun, *Oscar* is an uninspired slog. You have to plough through level after level of platforms, collecting goodies and battling baddies without really feeling there's any point to it all.

Nasty habit

Once you've stopped marvelling at the parallax scrolling and groovy animation, you quickly find yourself motoring along on autopilot, not really thinking about what you're



Robots, slippery slugs and trainer-wearing aliens are just some of the baddies you'll meet in Space World. There are plenty of bonus-yielding film canisters and golden statues to collect too.

doing. The only time *Oscar* actually makes you sit up and take notice is when something goes wrong – even on the easy levels the baddies are hard to kill without sapping your energy and they have a nasty habit of reappearing at the most inopportune moments. Worse still,

the backgrounds are so overwhelmingly jazzy, it is much too difficult to see where your antagonists are coming from half of the time.

Even more unforgivable, though, is the pixel perfect precision that is required when leaping from platform to platform. Just one twitch of the joystick

too many and the long haul to the top of the screen ends in complete disaster and you either end up at the bottom being harassed by those hard-to-beat nasties again, or you plunge to a certain, death. Your life-saving yo-yo isn't exactly an awful lot use either, in fact, you waste more lives trying to get the pesky thing to work than if you just carried on play-



Oscar slips on his trunks and goes in search of treasure in the watery Horror Level.

ing the game without it. It should have been so easy to like *Oscar*. It looks fantastic – the graphics, animation and parallax scrolling are all extremely snogworthy – but it's a bit like climbing inside a Jag XJ220 and finding fluffy dice hanging from the driver's mirror. The idea's better than the execution.

Rob Mead



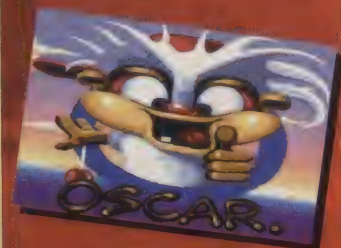
Oscar comes face to face with an enemy tank in the graphically gorgeous War World.



Collapsing bridges are just one of the hazards you face as you play your way through the game.



OSCAR AGA



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More exciting than Disney Club.

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Frustrating and unrewarding.

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“ If Oscar was a girl she'd be so obsessed with her own beauty, she'd forget you were there. Sadly, Oscar is all style and no substance. ”

67%



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SEE PAGE 3 FOR FULL DETAILS

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A1200 DESKTOP DYNAMITE + PRO 2000 MONITOR/TV	DD 2	DD 2/80	DD 2/120	DD 2/210
A1200 DESKTOP DYNAMITE, PRO 2000 MONITOR/TV & CITIZEN 240C COLOUR PRINTER	DD 3	DD 3/80	DD 3/120	DD 3/210

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A1200 RACE 'N' CHASE + PHILIPS PRO 2000 MONITOR/TV	RC 2	RC 2/80	RC 2/120	RC 2/210
A1200 RACE 'N' CHASE, PHILIPS PRO 2000 MONITOR/TV & CITIZEN 240C COLOUR PRINTER	RC 3	RC 3/80	RC 3/120	RC 3/210
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AMIGA FORMAT GOLD AWARD 93%

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	Scala 500	£74.95
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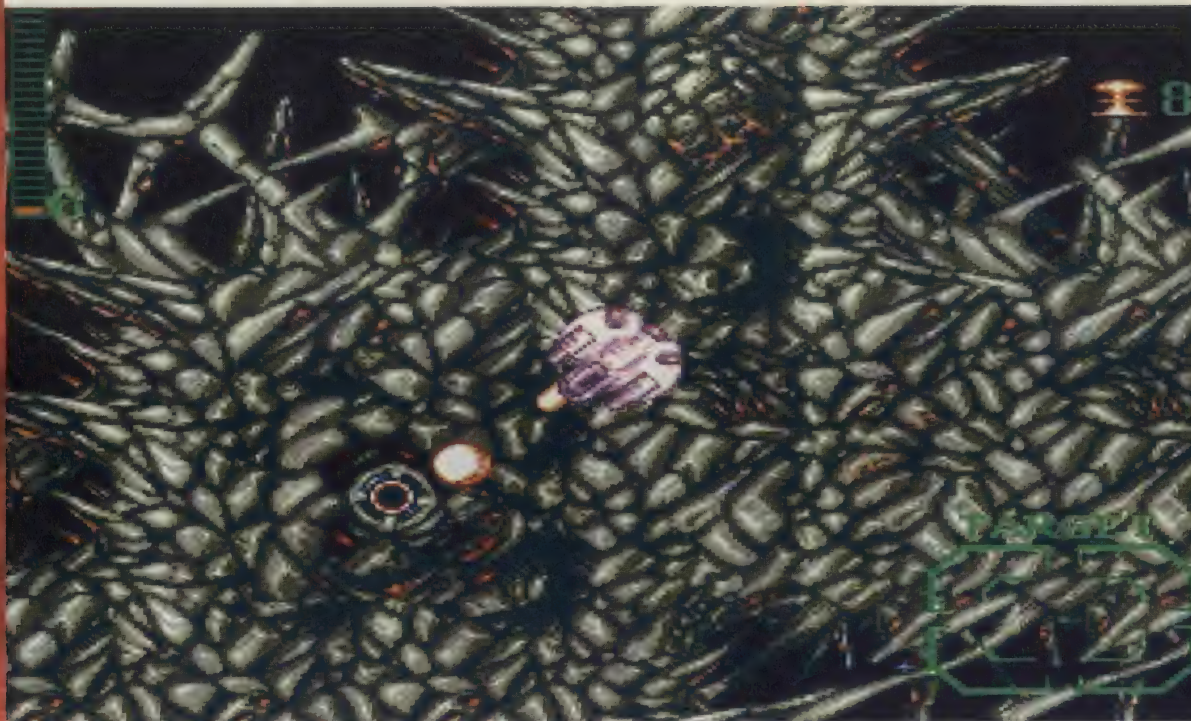
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One of *Blastar*'s main problems is that the aliens are largely undetectable from the similarly coloured backgrounds. The programmers may defend this as camouflage, but it seems like crap coding to me. The radar (bottom right of grab) is very short range too, which doesn't help.

BLASTAR

Shoot-em-ups, eh? We've certainly had 'em. We've had horizontally scrolling, vertically scrolling, four way scrolling, into the screen, viewed from above, side on, from behind, first person, third person perspectives. We've had the lot!

If anyone ever writes another shoot-em-up they will have to have an extra special trick up their sleeves. Super-incredible playability, extra smooth parallax scrolling, unprecedentedly powerful power-ups, or something else. Don't ask me what - if I knew I'd have sold the idea to Sensible Software and I'd be designing my own shoot-em-up now, instead of telling you about this one.

A second superstar?

If the Bitmap Brothers had followed up their 1989 shoot-em-up superstar *Xenon 2 - Megablast*, they would have written something a lot like this. It's the logical next step in the *Xenon*

saga. *Xenon* was a slow, but involving, vertical scroller that allowed you to change between a land-borne craft, which looks a lot like your ship in *Blastar*, and a flying ship. The landscape was a futuristic metal planet. *Xenon 2* went one step further. The land craft was discarded for a spaceship that could be rigged with so many power-ups that it really deserved the *Megablast* part of the title. The scenery was now organic, flailing tentacles ensnaring your ship. If, in *Xenon 2*, you took a wrong turn, you could pull back on the joystick and scroll backwards down the route you'd taken. A kind of two-way scrolling shoot-em-up.

If the Bitmaps had not gone on to produce *Gods*, *Magic Pockets* and *The Chaos Engine*, but had produced *Xenon 3* instead, don't you think they might have had a view from above four-way scrolling shoot-em-up? Especially one where you fly over a fetid organic landscape?

Enter Core Design. Enter *Blastar*, with the same dark and moody look, the same organic landscape, the same 'Entering Shop' section for buying power-ups. There's nothing I love more than a

good shoot-em-up. But there's nothing I hate more than an average one. And sadly, that is what *Blastar* is. The gameplay is average, the control method is unwieldy, the music is average, the sound effects are uninspiring, the aliens are unintelligent and difficult to see, the

missions are dull, the intro animation is awful.

But *Blastar* does have one original twist, as part of some of the missions you have to 'enter the tunnels and destroy the guardians'. And the perspective shifts to a

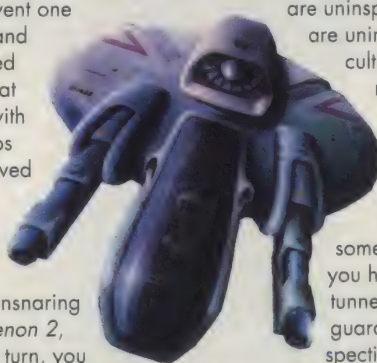
horizontally scrolling, *Scramble*-type shoot-em-up. This section isn't average... it's awful. The worst parallax and scrolling we've ever seen combine with pretty poor graphics to produce something which is crap!

Sadly, nowhere near it!

Does *Blastar* have anything going for it? The box illustration and logo are nice, and the instructions are printed on the back of a rather fine A2 poster of said artwork.

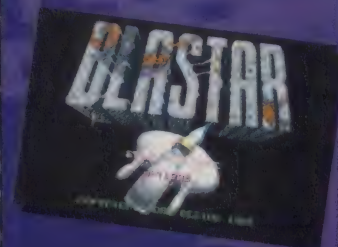
If you really need to play a viewed from above space shoot-em-up, turn to page 54 and see if *Uridium 2* is any cop.

Marcus Dyson



Just like *Xenon 2*, *Blastar* has a shop from which to buy power-ups. Unlike *Xenon 2*'s it is extremely poorly stocked.

BLASTAR



PROGRAMMERS

Tim Swann

PUBLISHER

Core Design 0332 297797

PRICE

£25.99

RELEASE

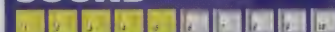
Out now

GRAPHICS



Some bad - others... worse.

SOUND



Pretty poor rave soundtrack.

ADDICTION



I never want to see it again.

PLAYABILITY



Not much to be found here.

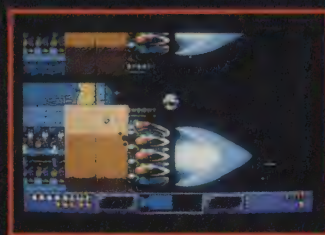
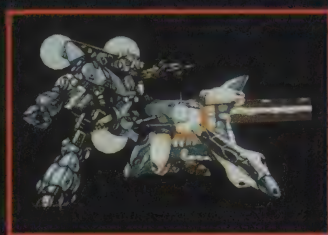
VERDICT

“ A pathetically poor attempt to produce Xenon 3. This game fails on every single level. This is not the worst shoot-em-up ever, but it comes pretty close. ”

44%

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URIDIUM II



"It's absolutely stunning with superb graphics, marvellous effects and simple-as-pie gameplay."
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Decisions, decisions. You have a choice of 12 planes in which you can take to the air. Each of the planes has its own weapon systems, handling characteristics and an amusing pet name.

Aerial dogfighting, just your flying skill and tactics pitted against your opponent, soaring through the clouds and fighting it out thousands of feet above the ground. What a nutter. There is little romance about it when you stop and think. A few swift turns and a burst of cannon-fire and your guts spiral earthward in separate pieces. That was your life, mate.

Dogfight is a flight sim centred on straight air combat. There are six theatres of war from WWI through Korea to modern day Syria, and each period has a pair of suitable planes to fly. You can configure the amount of ground detail, sound and difficulty before picking a crate and taking to the skies intent in a one-on-one dogfight.

If you want a more serious approach there are a series of missions for each theatre with objectives and resources to allocate. Played this way *Dogfight* is a more traditional flight sim.

way around. There are some great touches too, if you fly into the sun you are blinded. The sound effects are a suitable set of engine and weapon noises.

Scramble you fellows

Dogfight's main claim to fame is that you can match any plane against any of the others in a What If situation. Shooting down the old string-bags from WWI with a modern jet is surprisingly difficult. They can turn on a sixpence and your infrared missiles are useless.

If you've never played a realistic flight sim before you could be in for a frustrating time. Fights can easily turn into an endless bout of circling as you try to turn inside your opponent. Enemy planes try their best to keep out of your gunsight and sneak up behind you. At best they are fast moving dots. This is no quick and easy blast. You need to learn air combat manoeuvres, use your instruments and look about the cockpit if you are to have any chance.



You can match planes from different eras against each other with the What If option.



Once you've got the hang of chucking the old crate about you can try a few proper missions.

The variety of different planes and missions makes *Dogfight* a worthy proposal for aficionados of the genre. Flying the jets and the propeller aircraft are quite different.

Dogfight can feel a little cold, with no pilot names or clear objectives, the straight one-on-one fights have a rather detached feeling about them. The fights start with the planes in fairly close proximity in open sky and quickly turn into a spiralling duel in which you are constantly looking over your shoulder and turning as quickly as you possibly can. It can all get terribly annoying.

The dogfighting angle with lots of planes is a great idea, the execution stops short of brilliance. The Missions section adds more life into things and the What If bit is a laugh. It's not a game for the short tempered. Getting to be a good dogfighter requires determination and dedication. If you have these skills you are in for a serious amount of aerial punch-ups.

Rob Mead

DOGFIGHT

The view from the cockpit is in vector graphics and pretty good ones too, the planes are highly detailed and everything moves at a respectable speed. The static screens are excellent. If you choose to look behind the pilot you get a lovely view of your chaps head. Each plane has a different cockpit, which can get confusing as you need to learn a new layout each time you pick a different kite. There are loads of external views and you can also look around from your seat.

Control is by joystick with the usual array of keyboard commands to wrestle with. Although it's not a real heavy-duty flight sim, there are a fair number of controls to find your



Now this is more like it, my Sea Harrier verses your Spitfire. As well as recreating small slices of history you can write yourself a new bit, and pit anachronistic planes against each other.

DOGFIGHT



PROGRAMMERS

MicroProse team

PUBLISHER

MicroProse 0666 504326

PRICE

£34.99

RELEASE

Out now



GRAPHICS

Superb piccies of the planes.

SOUND

Swoosh, rat-a-tat, kaboom.

ADDICTION

Give in or play to the death.

PLAYABILITY

Easy to start, hard to master.

VERDICT

"Twelve planes, six wars and only one pilot - this is an engaging and detailed flight sim with a wide scope, but lacks a realistic feel at times."

81%

This is what we call in the industry, "A bodge-together". We've put two tracks together to give you some idea of what a whole track looks like, not that it looks anything like this, anyway. But you get the idea don't you. Say "Yes Steve".



This the main menu. Not really much to explain here. You can view all races, but they all look pretty similar, so just bang the fire button and get racing. Or trying to see if you can take a short-cut across the middle, but you can't, that's why this grab is here, to hide the big empty space in the middle. Pants.

I found that going the wrong way and obstructing the other cars was more entertaining than doing the right thing.

OVERDRIVE

Welcome folks and here's your super, soaraway 10-step, no-nonsense guide to Team17's new brake-blockbuster *Overdrive*. One player. Two players, using a null modem cable. Three skill levels. Four types of car. Five terrain types. Six hours of disk accessing. Seven better things you can think of doing while waiting. Eight different computer drivers to race. Nine lives are for cats, not cars. 10-pin bowling bears little resemblance to *Overdrive*.

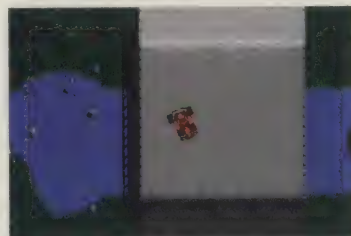
"This is a tannoy announcement. Would Mr Stephen Bradley please return to the Inevitable Comparisons department on the fifth floor."

Seen it all before?

Eeh, them stairs; they'll be the death of me. So this *Overdrive*, bit like that *Micro Machines*, eh? Diddy motors – racing cars, buggies and four by fours zooming around little tracks (and Supercars as well, young Bradley). It all looks the same to me. OK so there are no breakfast tables, pool tables or baths to manoeuvre your machine around, but what the heck, this game could have been called *Very Small Machines*.



I think the idea is to get in everybody's way. Maybe not, but it's a lot of fun.



The frustrating thing is that you can't drive off this bridge and go wading through the water.



Your driving skills are really put to the test in these arctic conditions – take it n...ice and easy.

Oh, but if only this game had appeared on the Amiga a couple of months ago. Then we could have told you about the superfast cars, the fabulous scrolling, the great top-down view. Hang on there just a minute, we still can.

I mean, it's not as if we have to constantly refer to That Other Game. Come on *Overdrive*, stand up and be counted – get some blood on your tyres.

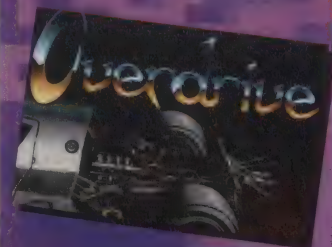
In the arcade challenge, you get a bundle of cash at the start of the game to enter races, and the harder the race, the bigger the prize. Race around the track against two computer drivers collecting pick-ups to enhance performance. Come last in three races and you will find yourself completely skint.

A touch too late...

No, I can't go on with this. Even if there had been a two-player option, *Overdrive* would still compare unfavourably against That Other Game. A case of bad timing for Team 17, I'm afraid. Sure, this game is good, polished fun but it goes down by three falls and a submission.

Stephen Bradley

OVERDRIVE



PROGRAMMERS

Dave Broadhurst, Mike and Andy Oakley, Haydn Dalton, Ole Rosenlund

PUBLISHER

Team17 0924 291867

PRICE

£25.99

RELEASE

Out now



NEEDS 1 MEG

GRAPHICS

Adequate.

SOUND

Yes

ADDICTION

You'll kick the habit.

PLAYABILITY

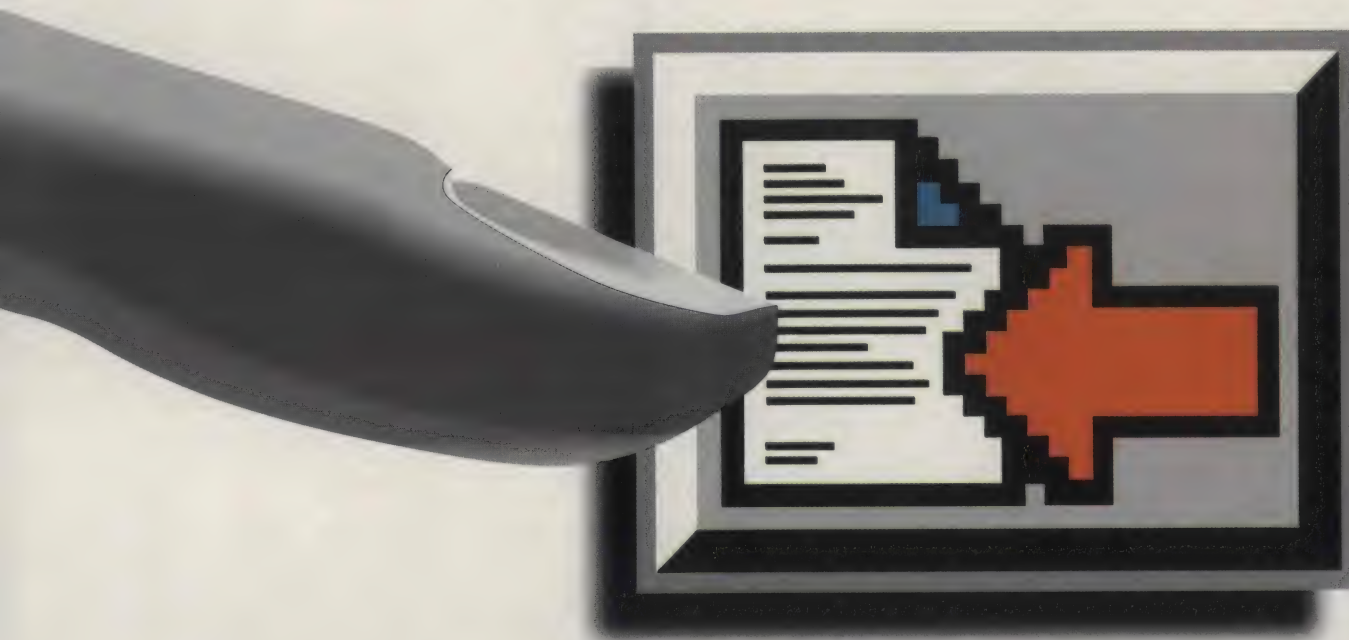
Handles well.

VERDICT

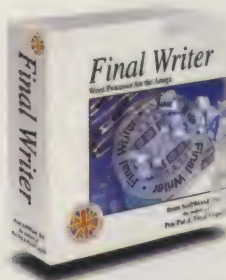
“ Good polished fun, but in the race for first place, it's easily beaten by the already released and AF gold winner *Micro Machines*. ”

74%

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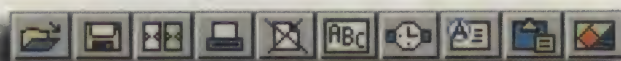
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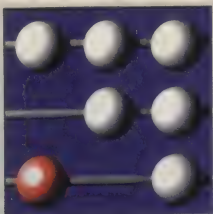
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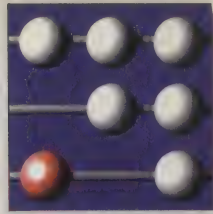
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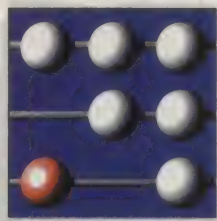
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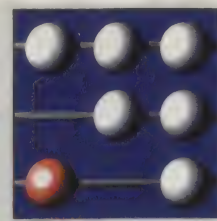
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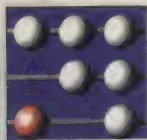
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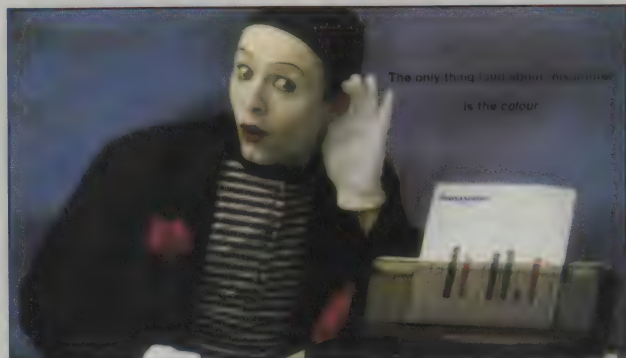


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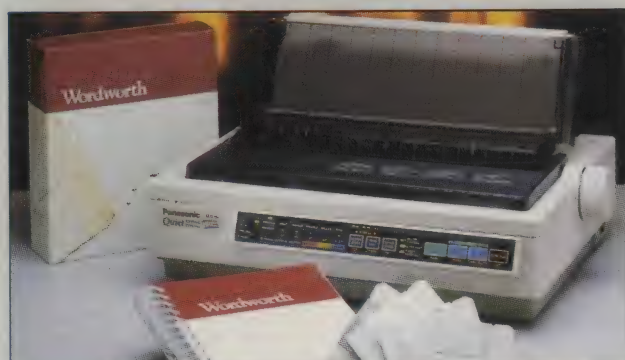
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Bob and his revolving universe. Along the bottom of the screen from left to right are your score, Bob's face which slowly turns green as you run out of time, the last token you collected, the coins you've collected and the number of coins remaining on the level.

BOB'S BAD DAY

My eyes have gone all funny and I feel sick, and *Bob's Bad Day* could do the same to you. It's something to do with the way the screen goes round and round and round and round.

Bob is having one of those days, his head has been removed. Most of us would give up at this point, seeing decapitation as a pretty final statement, but not you. You are going to bounce and roll your way through 51 hectic, puzzle-ridden levels to meet your other half, and then on through another 50 levels controlling both halves of yourself before final unification.

The game revolves around collecting coins, almost literally. Your

head stays resolutely in the middle of the screen while the world revolves around it, often at dizzying speeds. Each level is against the clock, collect all the spondulicks and reach a target before the time runs out and it's on to the next level.

Gravity, generally speaking, points downwards, so you fall to the bottom of a level. Moving the joystick left and right turns the entire level around you, press fire and you jump. All you need to do is turn the world so you can get the coins.

It's not that easy, of course. There are awkward corners to manoeuvre yourself into, and nasty surprises to greet you there. Scattered about the

levels are various bonuses to help and hinder you. Some change the direction of gravity, forcing you to think quickly to suss out which way you are going to fall. Others include heavy gravity, teleport, sticky ball and one that gives you the ability to thrust, as they call it.

You will need a combination of brains and quick reactions. The puzzles are increasingly tricky and things can get very fast indeed, almost too fast. Get a bit enthusiastic with the joystick and you rocket about like a thing possessed.

Fast spin cycle

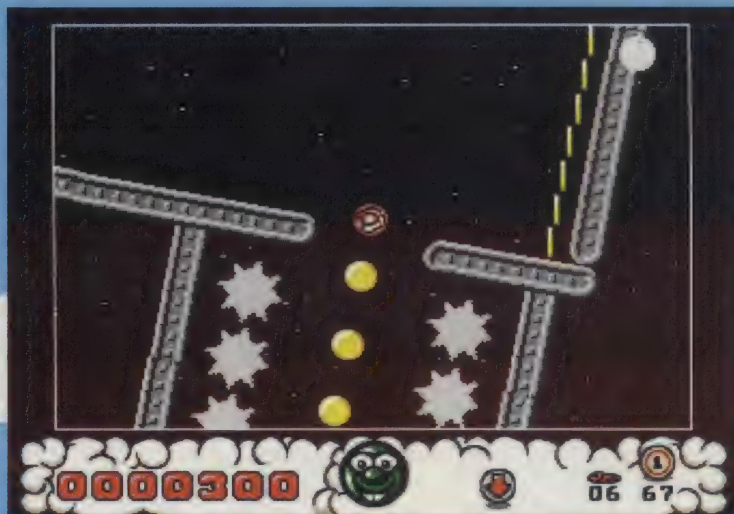
The spinning effect is superb, very smooth and quick. The graphics are simple and frighteningly colourful with some smart parallax effects in the background. It sounds dead funky too. Once you get the hang of the control



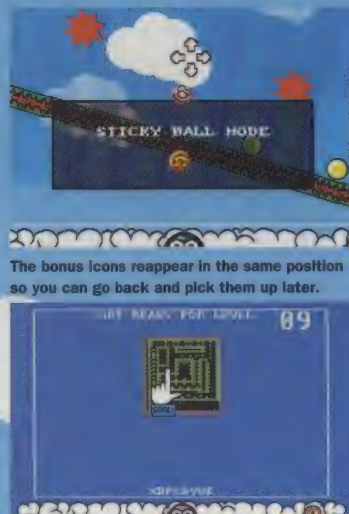
method, the game comes to life. It's a refreshing change from the seemingly endless flow of platform games. The levels are cunningly designed and the action is frantic. Get your disembodied head through the first levels and you are in danger of being hooked - it's very playable.

There is not any great depth or longevity in it, but *Bob's Bad Day* is great fun, even if you do have to lie down for a while after a long session until the world stops moving. It's positively kaleidoscopic.

Rob Mead



Into the lion's den, those cogs will cost four coins a touch. If you run out of coins it's curtains, and your head spirals off into the distance making a highly amusing sound as it goes.



Before each level you are shown a useful map marking your start and finishing positions.

BOB'S BAD DAY



PROGRAMMERS

The Dome

PUBLISHER

Psygnosis 051-709 5755

PRICE

£25.99

RELEASE

Out now



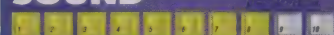
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GRAPHICS



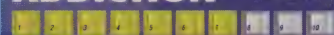
Bright, simple and effective.

SOUND



Groovy tunes and wacky effects.

ADDICTION



I'll have another go thanks.

PLAYABILITY



Slick and accomplished stuff.

VERDICT

"The frustrating puzzles, madcap speed and a startling rotating effect make this a choice game if you like things upfront and wacky."

79%

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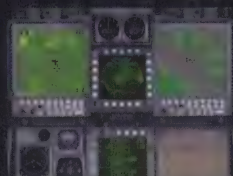
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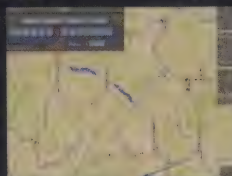
Pilot's cockpit



Stunning detail



Navigator's cockpit



Sophisticated mission planning



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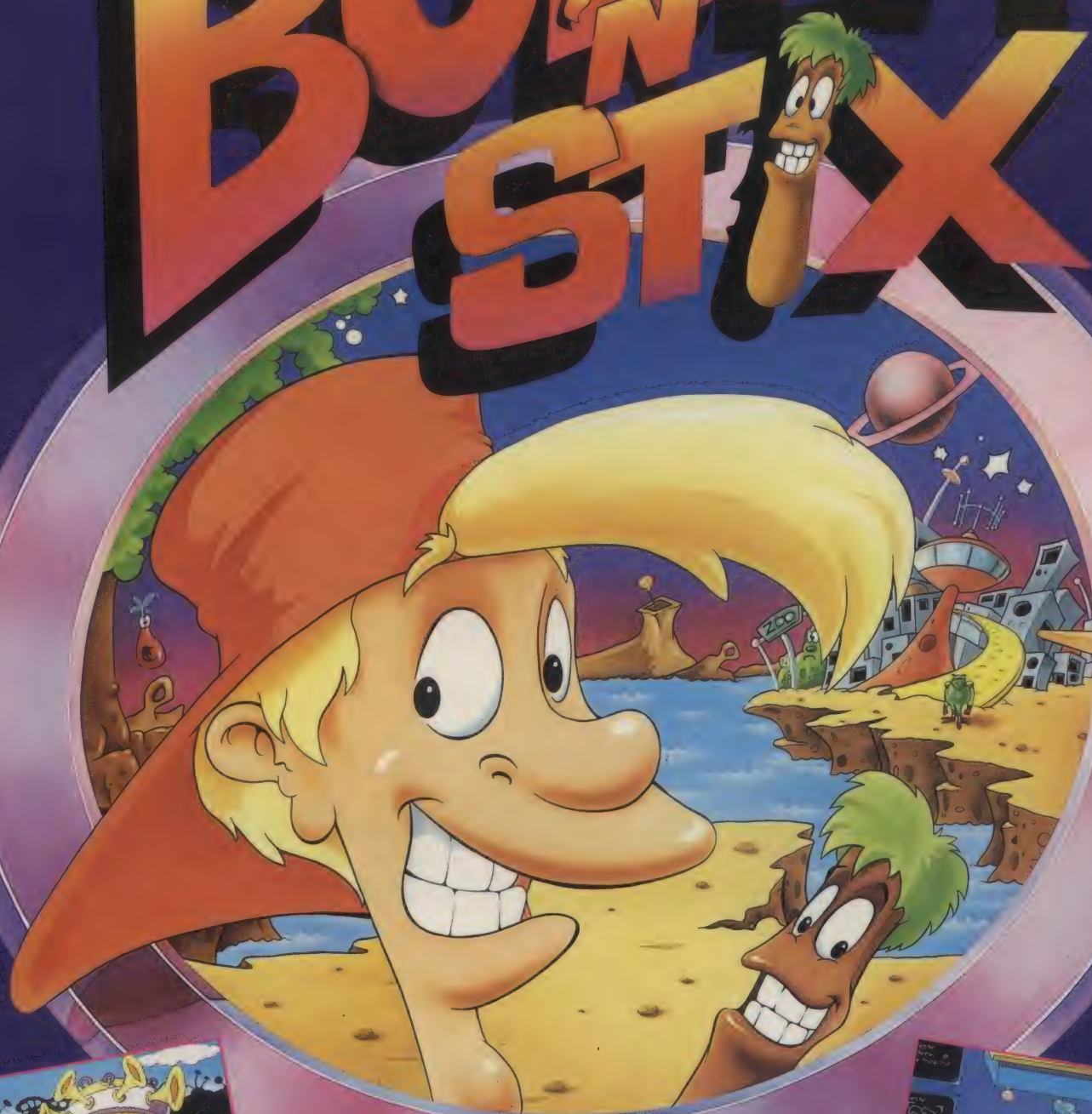


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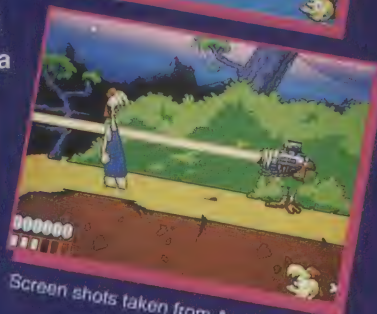


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Screen shots taken from Amiga version

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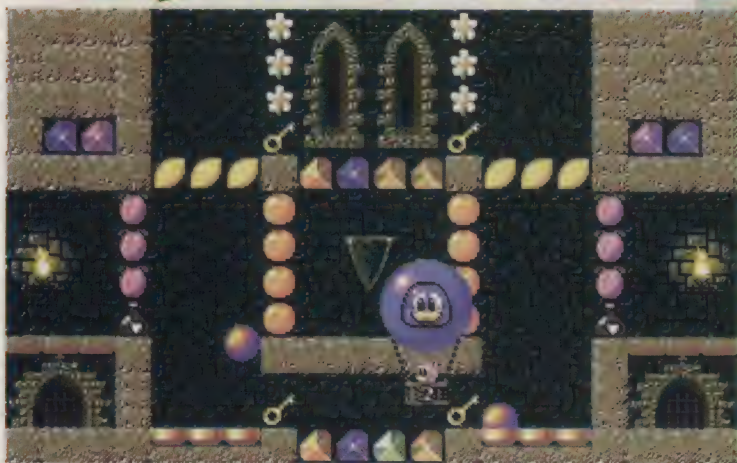


This reminds me of something... let me see, what can it be? A game where you jump about a single screen avoiding baddies...

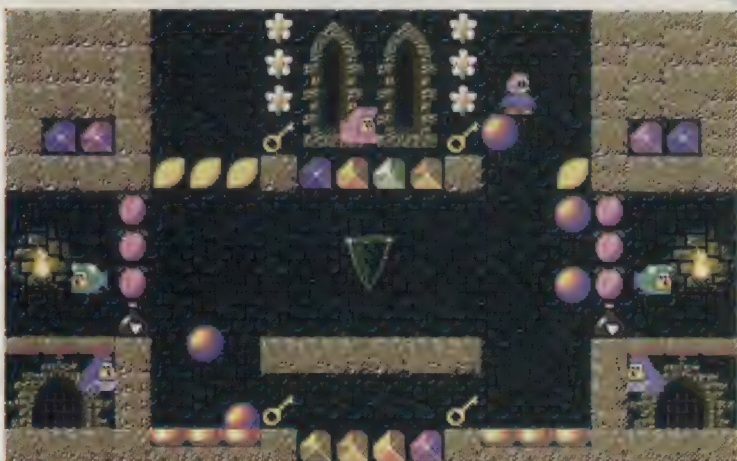


...and collecting fruit. Ooh! What is it, don't tell me, I'll remember. It's on the tip of my tongue. That's it I've got it... It's *Bubble Bobble*.

QWAK



Qwak arrives on the screen in his beautiful balloon. Just like the Silmcea girl. Only she didn't jump about collecting fruit and flowers... or maybe she did, I can't remember.



This screen drops you through the bottom and you come out at the top. Take care that you don't fall on the bouncing baddy. He's trapped by the pick-ups. Collect them and you free him.



Wow check this out. Not only have I completed the level, but I've got a great fat bonus for doing it without violence. What a nice cute game this is. It even has pictures of Rainbows.

What's fluffy, green and bears a startling resemblance to Orville? No, it's not a rotting Troll, but a cute little duck by the name of Qwak from Team 17.

To hell with the plot, there isn't one. Suffice it to say, you have to guide Qwak – and his purple companion in two-player mode – through eight worlds and 80 levels of baddies, bonuses and rewards while having as much fun as you can. Easy, eh? Oh, and then there are the end-of-level guardians and challenge levels to get through as well.

Being a resourceful little duck Qwak has a special weapon – eggs. One well-placed Grade One Free Range will usually send a baddie pirouetting to disaster, but there are plenty of larger baddies who're incapable of taking such a subtle hint, for the first few hits anyway. You also have to watch out for showers of spiked mines and fruit if you're not to get turned into a roast turkey yourself. And it does happen, take our word for it.

The game's two player mode finds both ducks on screen simultaneously. And you have the choice to either compete or co-operate for the bonus objects and baddies.

This is a surprisingly simple, but refreshing, platform game which takes the whole genre right back to basics and makes itself as playable as possible. Leaping around from platform to platform is a doddle, the control is responsive and the sprite scrolling fast and smooth. The game is simple enough for even the youngest Amiga user to get to grips with, there's even a bonus for finishing a level without to using your egg weapon. But there are enough sticky moments to keep even accomplished games players constantly on guard.

Graphically the game's pretty unexceptional – no OTT parallax scrolling and snazzy effects here, just the usual cutesy animation and unobtrusive backgrounds you expect to find in a platform game. The pick-ups are of the same juicy edible variety that has become the standard for these type of platform games.

Soundwise, the effects seem to consist entirely of beeps and burps, but the music is pretty catchy in a obnoxious boppy sort of a way.

Qwak's hardly the most original platformer you've ever seen and it certainly isn't a lot to look at. In fact it resembles that aged classic *Bubble Bobble* in both graphical style and gameplay. But it beats the pants off most of most its ludicrously over-priced competition. If Team 17 can keep coming up with gems like this, the major softies are going to have to look to their laurels.

Rob Mead

QWAK



PROGRAMMERS

In house

PUBLISHER

Team 17 0924 201846

PRICE

£12.99

RELEASE

Out now



GRAPHICS



Nothing out of the ordinary.

SOUND



Jaunty tunes, reasonable FX.

ADDICTION



It keeps dragging you back.

PLAYABILITY



Brilliant fun, and it's cheap.

VERDICT

“ No frills, no graphical trickery and no surprises... just good solid gameplay and a tried and tested formula make this an addictive and enjoyable game.”

85%

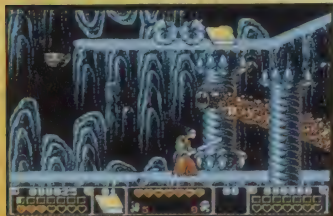
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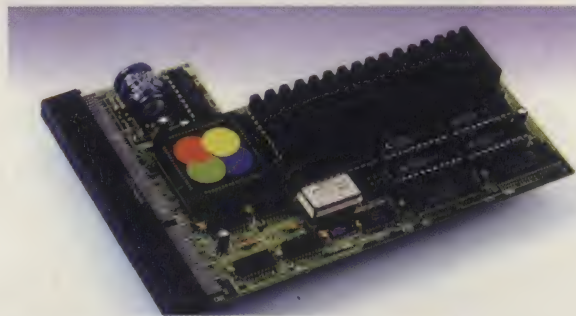
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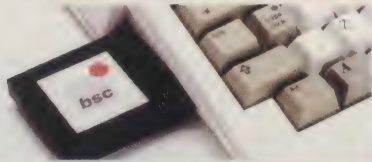
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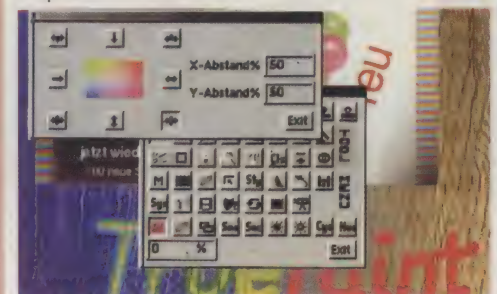
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Is this duck-based platform game a high flyer or does it deserve a roasting. We've got the lowdown.

This is *Donk!* in all its AGA glory, with enhanced graphics. The game also has a particularly snazzy two-player option.

See where you're going, where you've been and where you should be going, with the map.

In the unfortunate event of death this is the point where you will reappear in the level.

Break through the pipes by leaping up and spinning down on the cracked bits.

DONK!

When an early version of this game appeared on an **Amiga Format** Coverdisk (AF45) it was called *Dong!* and caused a bit of a stink with a major retailer, who wasn't having a game with such a lewd, suggestive name on their nice respectable shelves.

Young programming team The Hidden reluctantly agreed to change the name to *Donk!*, somehow resisted the temptation to rename the central character William and call the game an abbreviation of that name, and signed a deal with DML... just before the company went bust.

It seemed that *Donk!* might never see the light of day, but Supervision picked it up, and here it is.

The hero of this platform performance is a duck. Not any duck, but a Samurai duck. The fact that he (or possibly she, I'm not sure how you

tell with ducks) is a Samurai, seems of little relevance because this duck does not kick things, throw spiky things or seem to have much interest at all in martial arts. No, this duck jumps on things, falls of things, collects diamonds and runs like hell for the exit when he has bagged all the gems and the screen goes red.

Quacky races

Got the idea? Right let's just recap for the ones at the back. *Donk!* is a platform game in which you control a duck that leaps around various levels (there's a total of 112 of the bleeders) collecting diamonds and avoiding water hazards, green blobby things that fall from the ceiling, flying things, spikes, flames and the suchlike.

You must also activate switches to open doors and make platforms solid. To help you in your task you have the ability to float, shield your-

self, explode or jump higher than usual. When you have collected all the diamonds the screen goes red, the music changes from a happy bouncy ducky tunes to a more urgent tempo and you must race against the clock to reach the exit.

If you reach the exit, you return to an option screen and select the next level. At some points you have a choice between levels and occasionally you must return to a level to find a hidden exit (with the help of a map). The 112 levels contain seven worlds and one fortress, which you can only enter by collecting a key.

Right, got the hang of that? It all sounds reasonably familiar, and at first glance *Donk!* seems a fairly average variation on the platform theme. But *Donk!* is a real grower and if you're not hopelessly hooked after three levels, you've got no soul. *Donk!* is an incredibly frustrating exercise, not because any one facet is particularly difficult, but because every aspect requires concentration.

Man with a bill

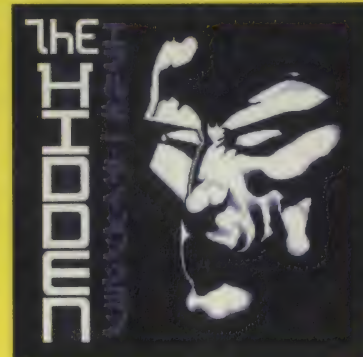
Just when you think you've got a level licked you get careless with a green blobby thing or make a com-

WHO ARE THE HIDDEN?

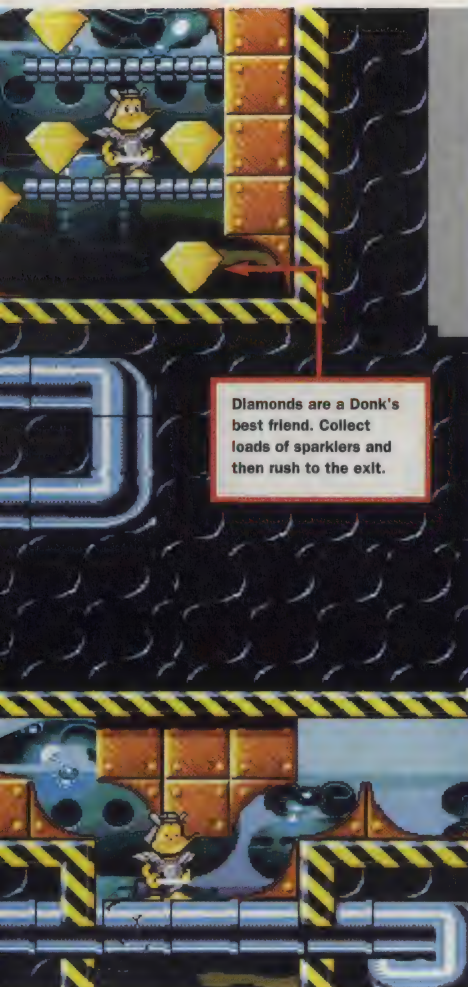
The Hidden are a young programming team from Norfolk comprising 21-year-old Craig Howard, (graphics and design), Simon Leggett, also 21 (graphics) and 22-year-old William Bell (lead programmer).

They met about four years ago, on a computer studies course at college in Norwich, and began working on *Donk!*, their first commercial release, about 18 months ago.

The Hidden say they are totally committed to developing games for the Amiga (Craig has had an Amiga for about six years) and are particularly interested in experimenting with the capabilities of the AGA chipset.



The Hidden are Amiga enthusiasts Craig Howard, Simon Leggett and William Bell from Norfolk.



Diamonds are a Donk's best friend. Collect loads of sparklers and then rush to the exit.

plete mess of a jump you've disdainfully sailed across countless times before. It's at times like these that you may take some comfort by reminding yourself of The Duck Joke:

"Mummy, mummy, there's a duck at the door with a hat on."

"Don't be silly dear, it's a man with a bill."

Or if you get really annoyed you could, perhaps recite the following at the screen:

"How do you turn a duck into a soul singer? Put it in the microwave until its bill withers."

Feel better now? Anyway, in terms of gameplay and difficulty *Donk!* is just about right. What it lacks is that one element of startling originality that would put it up there with the very best platform games.

On the plus side *Donk!* has some neat touches, such as the self-enhancing AGA mode and the two-player option. If you're playing *Donk!* on an AGA chipset Amiga, just select that option and you get a version that takes advantage of the AGA graphic capabilities to create a jazzier background. The two player split screen is quite an innovation in Amiga games, and although it takes a bit of getting used to, is a strong feature.

Richard Jones

DONK!



PROGRAMMERS

The Hidden (Craig Howard, Simon Leggett, William Bell)

PUBLISHER

Supervision 071-702 9391

PRICE

£26.99

RELEASE

Out now

GRAPHICS



Imaginative and nicely drawn.

SOUND



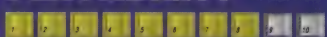
Wouldn't buy the album.

ADDITION



Very addictive.

PLAYABILITY



Frustrating, but fun..

VERDICT

"Donk! is a grower. It is tricky without ever becoming too difficult. The two-player and AGA options are a real plus."

85%

COMBAT 2

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"Pacific Islands is immensely rewarding. It's likely to keep wargamers and mere amateurs hooked to their final battle."

PC Review

Empire Software, Oxford Digital Enterprises
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Silent Service II

"An engrossing tactical experience. If only all sequels were this good."

PC Review

"The spirit of Silent Service remains unchanged, it is still hit and run, kill or be killed...superb."

Amiga Format

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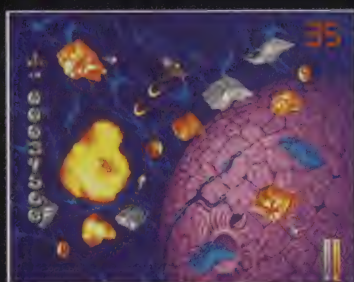
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PREMIER MANAGER II

PROGRAMMERS
Realms of Fantasy

PUBLISHER
Gremlin

PRICE
£25.99

RELEASE
Out now

HARD DISK INSTALLABLE

NEEDS 1 MEG

GRAPHICS

Sparse.

SOUND

Good songs, poor white noise.

ADDITION

High.

PLAYABILITY

High.

VERDICT

“An extremely playable and very realistic footie sim which is only let down by the quality of the graphics and sound effects.”

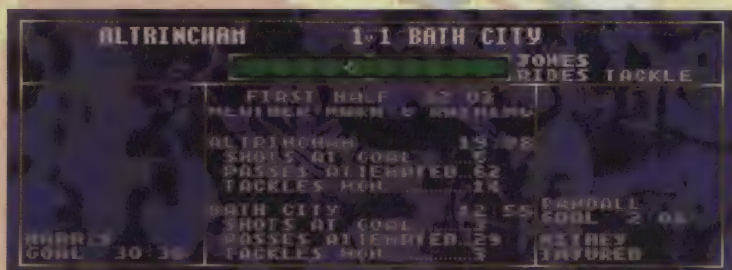
89%

To be frank, I had some misgivings about this game before playing it. What, I thought, is a football manager doing dealing with ground improvements? What is 'The Boss' doing mucking around with advertising hoardings? Why would he (or she, good old Cheri Lunghi) be phoning the job centre to find a head coach? Surely the first two are jobs for the directors (those dear, dear enthusiasts who we terrace tearaways love and respect) and have no place in a management sim.

So, being **Amiga Format** born and bred, and having a yen for detailed facts, I phoned up the very affable John Ward ex-York City and now Bristol Rovers manager.

"Mr Ward," I said, "do you deal with all this guff and nonsense like they say you do in this game?"

PREMIER MANAGER II



An early goal by Randall gave Bath the lead, but they soaked up a lot of pressure before conceding the inevitable equaliser. Get them in the dressing room and give them a roasting at half time.

"Yes I do. Well not so much ground improvement because we don't have our own ground, but when I was at York I was consulted on the new Family Enclosure."

"Oh, so that's a yes then?"

"Yes, that's right."

And with that I returned to the land of the simulation with proof that Realms of Fantasy do indeed know their stuff. This impression was compounded in the rather grammatically-challenged manual. The lad who wrote it obviously likes the game, unless he is lying about watching Mansfield Town. This boded well for a new, improved *Premier Manager*.

Got a match?

For those of you who haven't played the original game, here are the highlights so you can understand why *PMII* is a slight improvement:

Start in the GM Vauxhall Conference as a manager with a team of carthorses. Train players. Buy players. Sell players. Arrange ground improvements. Arrange spon-

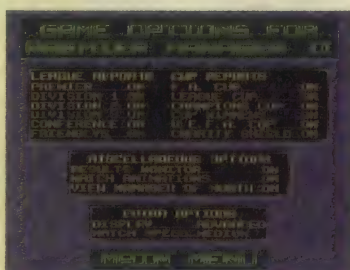


Did you know that Julian Dicks' brother, Grantley, plays for Bath City in real life? Having not managed to buy Grant yet, this complex setup sees striker Dion Vernon at right back. Do 'Im Dion!

sorship. Watch results. Play games. Be disappointed with sounds. Scream a lot. Be disappointed with graphics. Try to remember stats. Get sacked. Start again. Play till 4am. Curse a lot. Get promotion. Get beaten up by partner.

That's about it really. Well, *PMII* comes with a few added tweaks that enliven the experience. For example, the already strong team selection, tactics and formation options have been improved to a superb level. The only thing you can't do is to tell each player individually what he has to do 'on the day, on the park'. I suppose that once the CD version is put together (and management sims are ideal fodder for the CD³²) Realms can organise this. You can alter formations with left and right-side bias, create reasonably complex strategies, and mid-game you can even muck around with the team tactics.

On the downside, the in-game graphics and sound, despite what the manual would have you believe, still leave plenty to be desired. They



There are options aplenty to help you carefully build and shape your dream team.

also leave plenty of screen doing nothing in a blueish Everton-like manner. It's not good enough.

They've added some dot-graphics akin to those seen at American Football parks, they say Goal or Miss, but they are nothing special. That goes for the sound too, which consists of the occasional sampled 'Goal' (not "Gooooaalllll") and a wave of white noise that is supposed to emulate the roar of a crowd. I've been to Reading and even they make more noise than that.

Daft as a brush

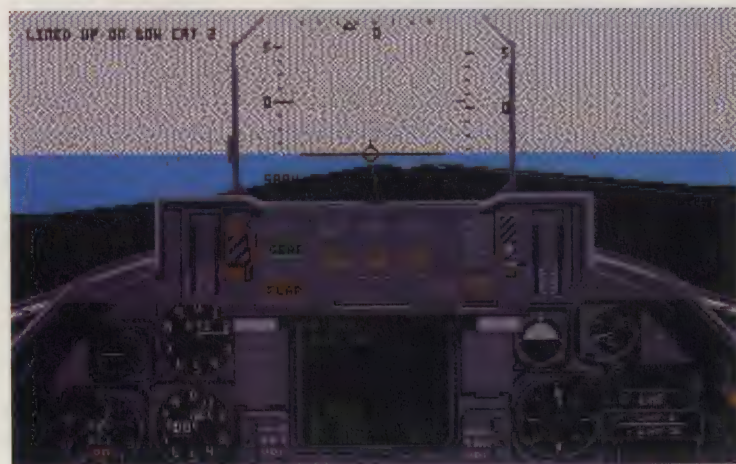
These might seem picky points, but this is a football game, and football without atmosphere is like... Arsenal. That said, I was still playing *PMII* until 4am. I was still berated by my partner, and I'm still going home to play it tonight. The only other niggly point in this most excellent management game is the incredibly sexist depiction of the club secretary. That's just silly.

Tim Smith



This is the main map that you access in the war room. You order air strikes, artillery barrages and reconnaissance missions. The map provides information about the strength and status of all units.

COMBAT AIR PATROL



The cockpit view. There is a comprehensive range of instruments and all are well located, making sure that you are always in control of the plane and never crash. Well, not too often.

Let's get through the moaning first. This flight sim has the most ridiculous verification procedure ever in the history of aviation: "What is the length in metres of a MiG-21?" it asks.

"I don't know," you respond through gritted teeth, "it doesn't seem to be in the manual."

"All right," says the machine, "you got that wrong. What about the speed (in Mach) of an A6?"

"Um, an A6, let me look. Er, I can't find it, I don't even know what an A6 is. Let me guess, 2?"

"Wrong again," the machine crows. "This is your last chance, what is the length (in metres) of the AGM-88A?"

"Ah!" you cry. "I've seen that one, let me have a look. Yes, it's written here, on page 31. It's 13 foot long!"

Triumphant you prepare to type in your answer, but slowly realisation dawns. "Hang on, what is 13 foot in metres?" You work it out, it's 3.965. You type it in.

"Access Denied."

After you've torn out nearly all your hair and you are finally asked

a question you can answer, you find out that this is a highly reasonable flight simulator.

Dual roles to play

Set in the now familiar territory of the Gulf War, *Combat Air Pilot* puts you in the role of both combat pilot and overall commander.

From the war room on board the Aircraft Carrier, USS Roosevelt, you can order air strikes, artillery barrages and reconnaissances of enemy units. A map displays the position and condition of enemy and allied units. Updates occur every day.

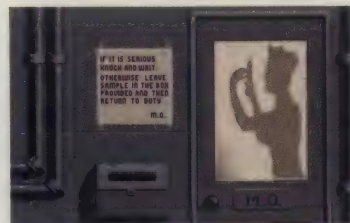
While all that is going on, you can fly missions of your own. Full briefings are given and you can access a computer system for a detailed two-dimensional analysis of your mission, including waypoints, enemy radar installations and targets.

From the hangar deck you can load your weapons bay with your choice of mega-destructive guns and missiles, and then climb into the cockpit of your Tomcat or Hornet and fly off to your rendezvous with destiny.

There is little in this game that will surprise anyone who has played



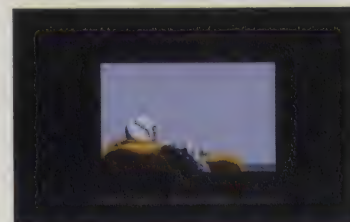
In the briefing room you are shown a very useful film of your target, helping you identify it later.



Um, maybe I'll call back to the doctors a little later. My leg feels much better all of a sudden.



From the Hangar you select the weaponry that will cause lots of lovely collateral damage.



It's not all plain sailing in the Air Force you know. Sometimes you fall out of your plane.

around with a good combat flight simulator before. But what is amazing is that every feature you have seen before is available to you in this one game. From missile cameras to a 'Fly-By View' you are visually well catered for, although there are games, such as *F19 Stealth Fighter*, which do it better.

Life's a drag...

There is a huge range of ordnance available and you need all of it for the large variety of missions offered. It's good to see the inclusion of laser guided weapons systems. You can also select bombs with differing drag factors. Low Drag bombs follow an attack trajectory towards a target, whereas High Drag bombs, featuring a large air scoop, fall vertically to the ground from the moment of release. Both planes handle fairly well, although the F18 Hornet does wallow a little when turning sharply.

Combat Air Patrol is fast, fun and lethal, although the technical superiority which was so telling in the real Gulf War will also stand you in good stead here.

Rob Mead

COMBAT AIR PATROL



PROGRAMMERS

Ed Scio

PUBLISHER

Psygnosis 051-709 5755

PRICE

£25.99

RELEASE

Out now



GRAPHICS



Clear and bright.

SOUND



Great voice samples.

ADDITION



All right, just once more.

PLAYABILITY

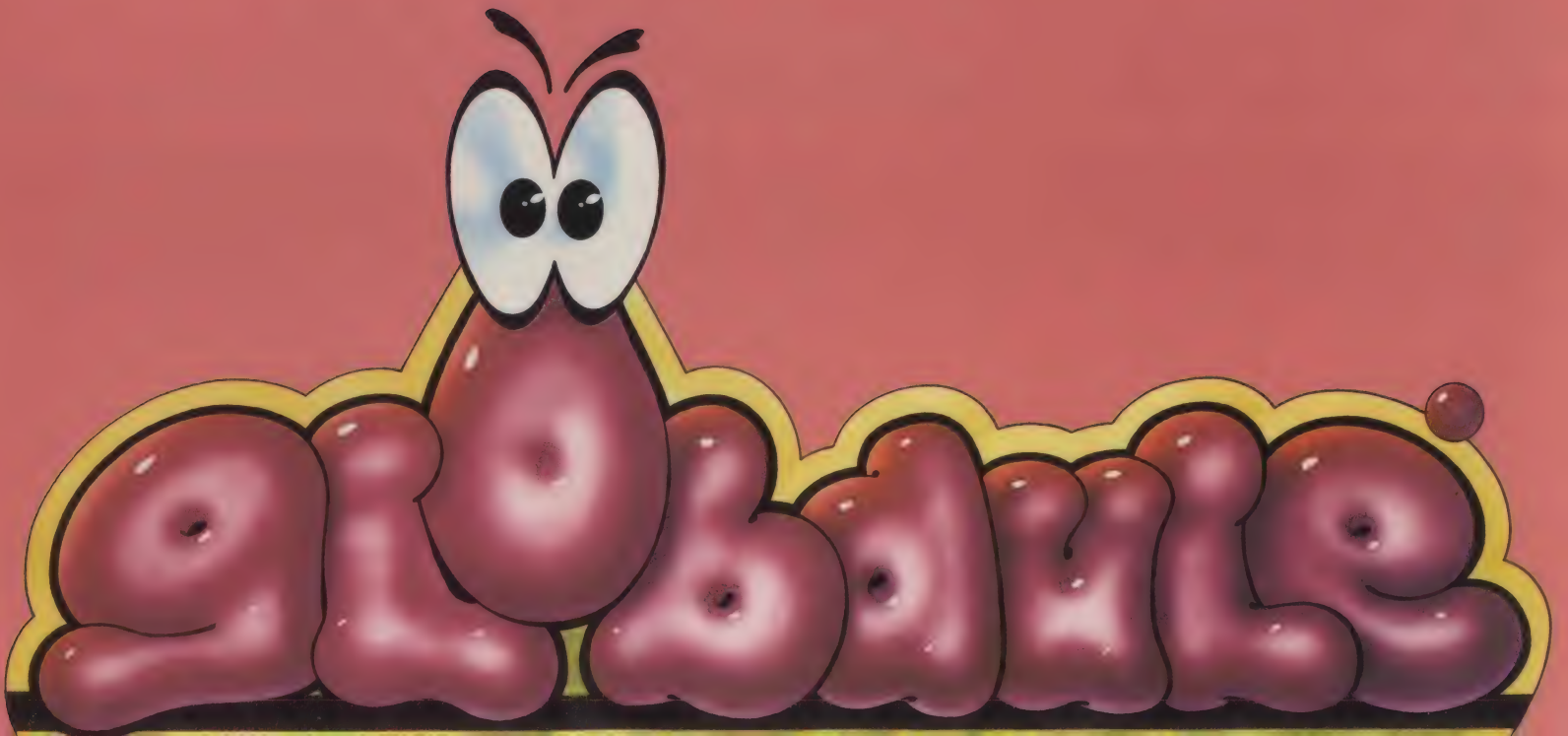


Strategy and action, funky.

VERDICT

"An excellent and absorbing flight sim packed with virtually every feature you can imagine. A great game marred only by the awful manual protection system."

84%



50 YEARS OF GLOBAL CONFLICT

Campaign II heralds a new generation of War Simulations

Campaign II heralds a new generation of War Simulations with more depth than ever before and fabulous real-time 3D action.

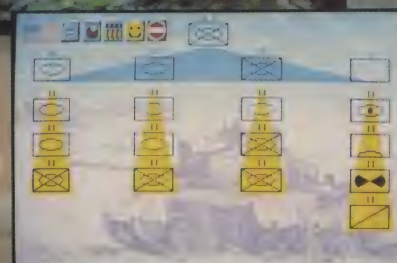
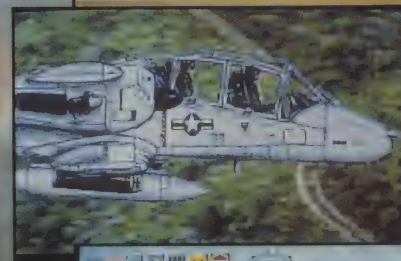
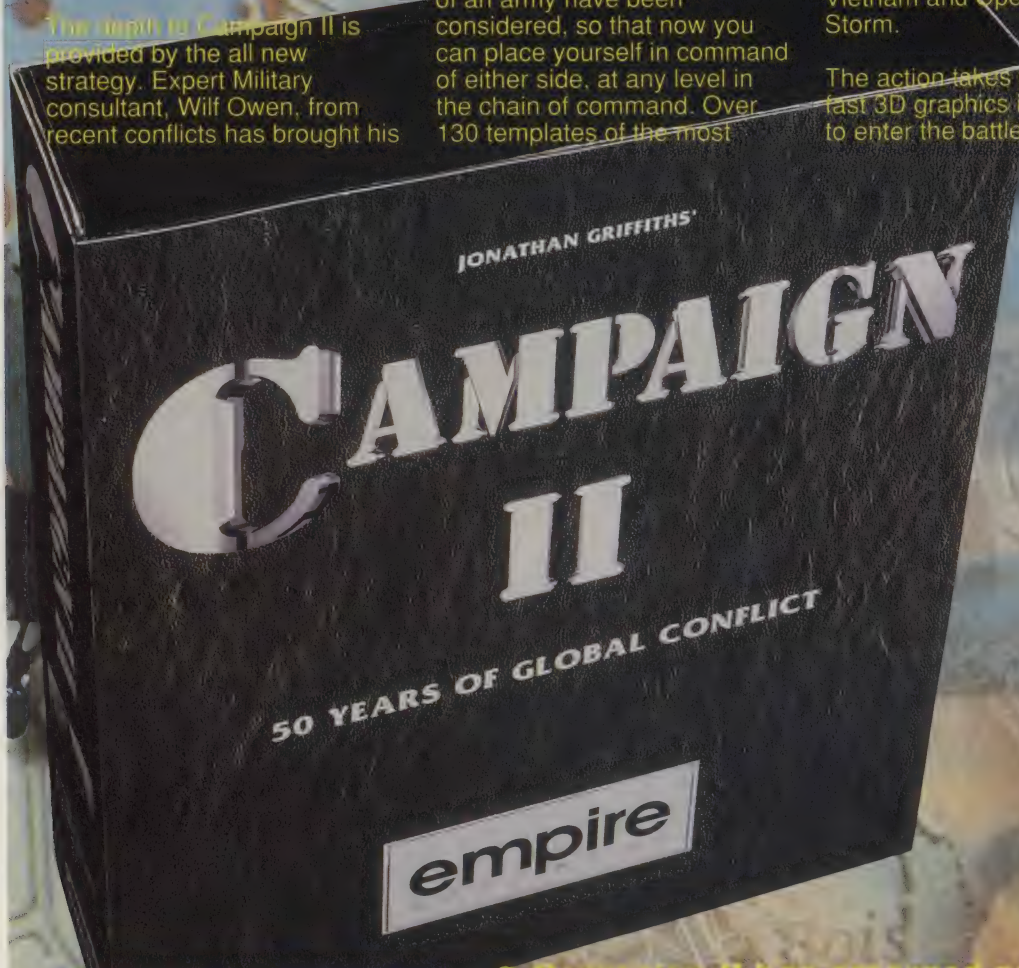
The depth in Campaign II is provided by the all new strategy. Expert Military consultant, Wilf Owen, from recent conflicts has brought his

knowledge to bear on computer gaming with an end result that looks and feels more realistic than ever before. All aspects involved in the running of an army have been considered, so that now you can place yourself in command of either side, at any level in the chain of command. Over 130 templates of the most

significant military forces from 56 different nations of the last 50 years have been included to gain an insight into real conflicts such as Korea, Vietnam and Operation Desert Storm.

The action takes the form of fast 3D graphics if you choose to enter the battlefield in one of

the 152 types of military vehicles. APCs and Mobile Artillery, utilise weapons ranging from wire-guided missiles, rockets, homing missiles, and machine guns supported by laser rangefinders to tracer rangefinders, night vision, and gun stabilizers.



- Campaign II has emerged as the most comprehensive simulation with new improved strategy, at any level in the Chain of Command (C.O.C.), closely resembling that of a real military situation.
- Hands-on action as you fly helicopters in air-to-ground or air-to-air attacks.
- Deploy the animated infantry during fierce battlefield action in a new improved 3D environment.
- Featuring all the modern weapons systems: guided missiles, rockets, homing missiles, laser rangefinders, gun stabilizers and night sights.

**CAMPAIGN WAS BIG — CAMPAIGN WAS GOOD
CAMPAIGN II IS BIGGER, BETTER AND QUITE SIMPLY
THE MILITARY SIMULATION OF THE YEAR!**

DIGGERS AGA



Dig for victory: guide the little alien beasts through their mining expeditions to collect the dosh that will pave the way to the 30 lovely levels of the A1200 version of *Diggers*.

Those of you who read our review of *Diggers* in issue 52 will understand if I tell you that there is treasure beneath the planet Zarg. If you missed the review (shame on you), we gave one of the first CD³² games a stunning 93 per cent rating and an **Amiga Format** Gold. Millennium have now converted *Diggers* for the A1200 and A4000, and it's ended up on four disks.

The basic idea is to guide a set of five alien beasts in their mining

expeditions. As they dig, they come across jewels, which can be sold for money. This can either be put into the bank or used to buy equipment such as digging machines, explosives or lifts. Each of the 30 levels is won by getting a certain sum of money, which allows you to proceed on to the next level.

As you'd expect, some things have been removed in order to fit the game on to floppy disk. The CD music is gone, but this has been replaced by music and sound effects

generated through the Amiga's sound chips. It's not quite as atmospheric, but it's still very good. Graphically, the game is identical to the CD³² version, and makes good use of the 256 colours which can be used with the AGA chipset. The only other minor change is that a couple of options on the menu have been moved, so picking up and dropping items needs only one mouse click.

Diggers requires a lot of memory, so you will need to quit out of any programs (such as *Virus Checker* or *Directory Opus*) which you may have running in the background. If you're running with a 256 colour Workbench on an A1200 with only 2Mb of memory, you may need to alter this to run *Diggers*. Similarly, if you have a background image for your Workbench, you may need to remove this to free up some memory.

None of the bits that have been removed really detract from the game, and it's still great fun. The disk swaps when running from floppy are irritating, but they don't interrupt the flow of gameplay too much. Until the CD add-on for the A1200 is released, this should keep the subterranean freaks happy.

Richard Baguley

DIGGERS AGA



PROGRAMMERS

Toby Simpson

PUBLISHER

Millennium 0223 844894

PRICE

£34.99

RELEASE

Out now



91%

ISHAR 2: MESSENGERS OF DOOM AGA



An innocent mushroom-picking trip into the forest turns into a deadly encounter when you are set upon by a swarm of killer bees in the A1200 version of the highly-atmospheric *Ishar 2*.

With Krogh vanquished, the land of Kendoria has returned to a fragile peace under your command. However, rumours have reached you that an evil group is poisoning the minds of your subjects, threatening the security of your kingdom.

Cue a great deal of wandering around, smacking baddies about the head with swords and rescuing cur-

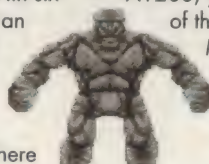
vaceous blondes with mysterious amulets. *Ishar 2* is the latest incarnation of Silmarils' highly successful RPG series and has proved to be by far the most playable and graphically gorgeous of the lot. With six times the playing area and an improved character control system, it was really hard to fault what was basically an exquisite adventure game. But fault it we did. There

was still far too much disk-accessing during play - which slowed things up considerably - and the strictly-linear plot induced bouts of extreme boredom in virtually everyone who played it.

The A1200 version does nothing to overcome these problems, but offers you even more gorgeous graphics and sound effects instead. For a game that already scores highly on atmospheric, this enhanced version is even more enthralling to play - the way the sun rises and sets over the swampy wastes of Akeer's Island is enough to make you come over all warm and glowy inside... until some evil git starts using your head as a dart-board, that is. The presence of the AGA chipset also makes the game run slightly faster and the disk-accessing is less prominent.

If you've just got yourself an A1200, you really must get a copy of this. Flawed it maybe, but *Ishar 2* is still one of the most atmospheric and involving RPGs you're ever going to play in your life..

Rob Mead



ISHAR AGA



PROGRAMMERS

Silmarils

PUBLISHER

Daze 071-328 2762

PRICE

£29.99

RELEASE

Out now



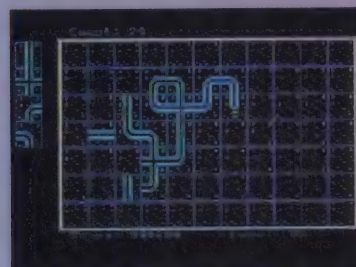
85%



Rid yourself of traffic jam stress by blowing your pal's wagon to smithereens in *Battlecar*.



SEUCK games don't come much better or weirder than this. *HeadGames* is one extremely weird trip to Nightmare City.



Crazy Pipe is just one of many classic game clones to be found on this compilation CD.

NOW THAT'S WHAT I CALL GAMES

Pinch yourself hard. You're not dreaming. Multi Media Machine really are offering you 100 Amiga games for less than £20. These games are for use on the Amiga CD³², and the CDTV.

The catch is, of course, that the majority the games (count 'em) have been bunging up Public Domain and Shareware libraries for quite some time. You're in little danger of finding full-motion video or 256-colours in this little lot.

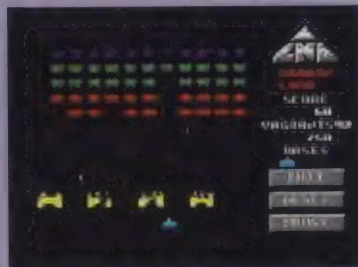
For a start, there's an overwhelming reliance on Shoot-Em-Up Construction Kit games. No fewer than 19 make their appearance on

this compilation and you get everything from barbarians lobbing swords at people (*Warrior*) to fire-spitting zombie heads haring down the screen. Not surprisingly, most of them are dire and you're unlikely to play them more than once.

Things get a lot better when you start investigating the many clones on the disk – *PacMan*, *Galaxian*, *Stryder*, *Space Invaders*, *Tetris*, *Pipemania* and *Missile Command* are all paid the highest form of flattery here. The disk even contains a very crap *Lemmings* rip-off called *Leeding*. There are also plenty of electronic versions of famous board games like *Cluedo* and *Solitaire*, as well as some seriously spaced-out oddities such as *Cow Wars* and a 3D noughts and crosses game.

Although Multi Media Machine don't claim this is a definitive collection of PD games it would have been great if at least one version of *Defender* or Jeff Minter's seriously brilliant *Llamatron* had made it on to the disk. Still, for £20 you can't really complain, can you?

Rob Mead



This version of *Space Invaders* is one of the best ever released in to the Public Domain.

PD COLLECTION



PROGRAMMERS

Various PD

PUBLISHER

Multi Media Machine
0204 363688

PRICE

£19.99

RELEASE

Out now

69%

D/GENERATION CD32



One of the early rooms. That ship's funnel is a constantly rotating tracker that does nasty things to your body if you walk in front of it.



The space hoppers from hell, they bounce on you and smother you. By this stage you have a nifty laser which bounces pleasingly off walls.

The year is 2021 and you are a courier delivering a package to Genoa's genetic research lab. So much for your career aspirations. Having jet-packed your way from Finland clutching an important parcel you discover the building's security systems have gone completely haywire and the staff are trapped, cowering in corners.

You guessed it, a puzzle-packed arcade game lies ahead as you try to deliver your package to the head scientist. Along with the security systems you have the Neogens to deal with, genetically engineered organisms that look silly but are fatal.

D/Generation is a isometric 3D effort. You guide yourself, in the form of a little sprite chap, around a series of rooms figuring out in which order to press the buttons and how to get past the nasties. Complete one of the 10 levels, and you can save your position to the CD³². Rescue a Genoa worker, and you are rewarded with an extra life.

It doesn't look like much, the graphics are pretty plain with a distinctly cartoony feel, but the death scenes are a hoot, well the first couple of times anyway.

The game has been tweaked for CD³², but not much. Don't invite all your mates round, sit them in front of

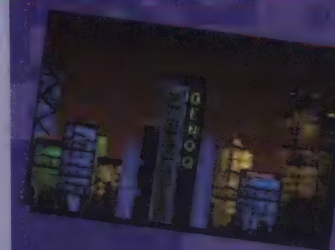
your shiny new CD³² and try to impress them with *D/Generation*. Things get better when you start playing. It's easy to get into and once you start battling through the building you uncover a very playable game. The puzzles aren't mind-numbing, making it all the more frustrating when you do get stuck, but your reflexes get a work-out with plenty of zapping.

A round of applause to Mindscape for supporting the CD³² so early, at this stage it needs all the games it can get. It's just a pity *D/Generation* looks so ordinary. There's a pretty screen or two in the introduction but the CD³² is never put through its paces, and *D/Generation* is a fairly straightforward copy of the original disk version. There is room on the disk for a squillion more levels and funky sound at least.

There has been a lot of hype about the potential of CD-based games for graphical and sonic excellence and worries about possibly weak gameplay. *D/Generation* is the other way around.

Richard Jones

D/GENERATION



PROGRAMMERS

Robert Cook

PUBLISHER

Mindscape 0444 246333

PRICE

£25.99

RELEASE

Out now

65%

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"the best Amiga game ever..."

91% Amiga Computer

91% The One 90% Amiga Action

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FROM THE UNITED STATES OF PSYGNOSIS

ALFRED CHICKEN



Screws, pots of paint and ice cubes are just some of the cunningly-placed hazards that Alfred Chicken must negotiate on his platform mission to save his chums from a fate worse than Paxo.

Now, there is a storyline behind this plucky platformer, but like most games of this ilk, it's all rather irrelevant – all you need to know is what gets you points, what to collect, what to kill and what to avoid if you don't want to be killed.

The fact that you are a chicken called Alfred who is on a mission to save Billy, his brothers and your female feathered friend Floella from Meka-chickens who want to use them in cloning experiments is interesting, but doesn't explain the cheese, baby, wood, glass, book and sci-fi themes of the different worlds.

Clucking great

Like all platform games, this one sees you jumping around (or should I say flapping) trying to collect items, in this case diamonds, for Floella, to score extra points.

Why this chicken has such an uninspiring name as Alfred (apologies to all Alfs out there) I don't know, but the developers or marketing people must have had their reasons. Anyway, being a chicken,

Alfred has quite a few unique moves. When his enemies – grimacing mice, sly snails which try to disguise themselves, or spinning ladybirds – sneak up on him, jumping up and then pulling down on the joystick ensures that Alf's in full fast-moving pecking motion and when he hits his target, it will be destroyed. Forget to pull down, however, and he is left as a cloud of floating feathers and it's back to the beginning of the level.

Alfred's beak also comes in handy for pecking buttons, bursting balloons, cracking through ice blocks and turning TV sets on and off so he gets to speak to 'Mr Personality' (pity he hasn't got more of one himself). Wagglng the joystick swiftly makes Alfred's wings flap feverishly and slows down his descent.

Now that you know what makes this chicken tick, it's on with the gameplay. There are 11 levels with five worlds and the final Sci-fi level. The first few levels are easy and a touch boring. However, the activity increases as the levels progress, although there's still a lack of challenge in the air because no matter



Some chickens might freeze when confronted by this ice challenge, but not our Alf. He just speedily pecks his way through the obstacles.

how many or how few diamonds you keenly collect or how many balloons you burst, you can still get to the Sci-fi level when you finish the one you're on. Even when you nip through one of the doorways in each of the worlds and enter a 'secret' room, there's nothing very secret or interesting going on.

Get stuffed

Alfred does have some nifty moves, but the lack of control spoils the fun. The good thing about this game are the big and bold background graphics, and that's about it. Being Alfred Chicken really isn't much fun. It's just lots of bouncing and jumping around without really getting anywhere.

The levels are small and require very few brain cells to get through them, and the details, control and feel of the game leave you wishing you hadn't bothered picking up the box in the first place. Released just in time for Christmas, Alfred is not so much a chicken but more of a turkey.

Richard Baguley



Mind that mine, Alf! If it explodes our feathered friend will be a pathetic piece of plucked poultry.



Alf sails up on a champagne cork avoiding the gaze of the poisonous snail on the straw.

ALFRED CHICKEN



PROGRAMMERS

Andrew Swann

PUBLISHER

Mindscape 0444 246333

PRICE

£25.99

RELEASE

Out now

GRAPHICS



Nothing to get excited about.

SOUND



Not a funky chicken.

ADDICTION



I managed to put it down.

PLAYABILITY



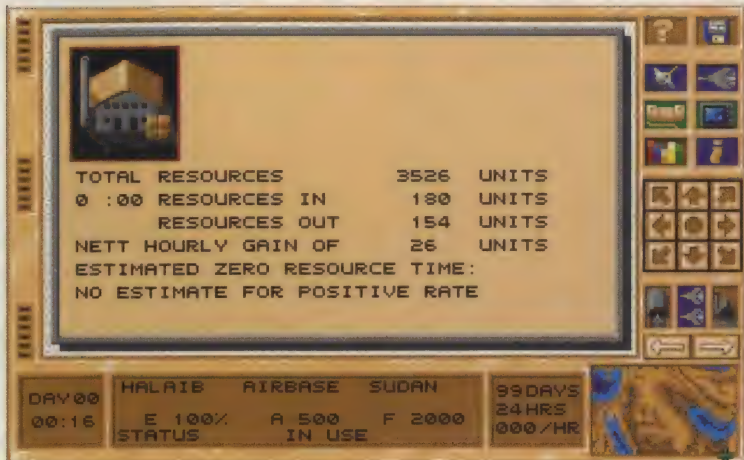
Bouncy but boring.

VERDICT

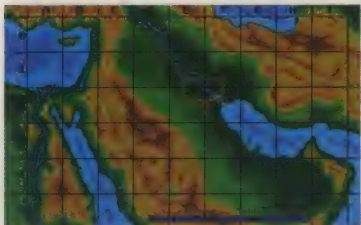
“ It's big bold and bouncy, but that's about all there is to recommend this rather aimless and pointless platform romp. Poor controls and easy levels ”

62%

AIR FORCE COMMANDER



The main control panel. From here you run your entire campaign. Here we're examining the all important resource management. Run out of raw materials and you run out of units.



The killing field itself. This main map is essential when planning your campaign, keeping you up-to-date about enemy movements.

Air Force Commander is not a flight simulator. It is a war game and the object is to establish supremacy in the air while avoiding civilian unrest, or the adverse opinion of the international media. It's almost too close to real life. The game comes on two disks; one with a variety of scenarios set in the Middle East, while the other lets you strap on your handlebar moustache and guide the allies to victory or defeat in WWII.

Each disk has several scenarios, so you can pit almost any country's air force against that of another. This huge range of options is initially confusing, with 56 different scenarios on the two disks, some hypothetical and some historical. These range from The United Arab Emirates Versus Kuwait which is very basic, to The Battle of Britain which is damn difficult.

As the overall commander of your forces you have to ensure that they are in the air at the right time and are ready to meet the enemy. You must use your mobile radar units to identify enemy installations and then target them, while on the home front you have to ensure that your cities are supplied with water, food and power, to avoid civil disorder. And, above all, you must make sure that your resources do not run out.

This is a complex and intriguing simulation which, despite some gripes, is worth the considerable effort required to get the most from it.

Stephen Bradley

AIR FORCE COMMANDER



PROGRAMMERS

Simon Bradbury, Novocade Software Ltd

PUBLISHER

Impressions 071-351 2133

PRICE

£25.99

RELEASE

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69%

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The pitch, or maybe it should be called the battleground. But perhaps it's a pitched battle! This is a scene somewhat similar to an Heironymous Bosch painting. Careful study of this grab will reveal all sorts of atrocities and nastinesses. The heads aren't some bizarre kind of extra life pick-ups – they are the heads which you have ripped off from other players.

BRUTAL SPORTS FOOTBALL

First there was *Rollerball*, which was a film about guys on rollerskates. It was only girlies who wore rollerskates when I was a lad. But things have changed, what with street hockey, Rollerblades and everything. In *Rollerball* the idea was to skate around bashing people and throwing big metal balls down toilets. Then afterwards all the players took drugs and set fire to trees with flamethrowers. Quite.

Then there was *Speedball*, which was a computer game by the Bitmap Brothers. It was really *Kick Off 2* on a grey pitch, and you didn't get sent off for committing a foul. You got cash and prizes instead. A bit like Vinny Jones really.

Now there is... Football. Sounds like a bit of an anti-climax, doesn't it? But this is no ordinary football, this is *Brutal Sports Football*. The intro screen leaves you in no doubt that this is part of the *Brutal Sports* series, and unless I've been napping and have missed a few instalments, this is the first in this illustrious, if a little bloodthirsty, series. The mind boggles to think how they will follow

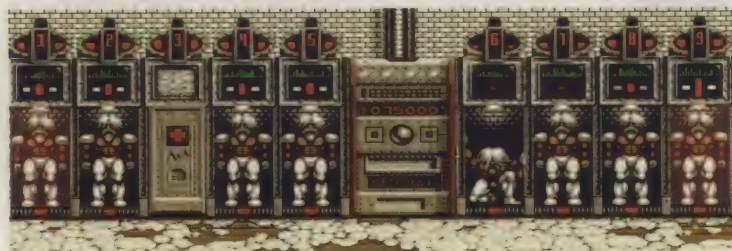
up, *Brutal Sports Tennis* should be a killer, but *Synchronised Swimming* will take the ultimate prize.

The idea of the game is to kill, injure, maim, slash, hack, punch, kick, stomp, hit (bit weak that one), behead, gouge, flail, stab, smash, destroy, decimate and mutilate your opponent's players. Oh, and to score goals too. Victory is gained either by scoring more goals or ripping the heads off all the members of the opposition.

Bloody violence

That's about it really. The game doesn't master on the fine points of team sport and ball-playing, but scores highly on gratuitous violence. If they sanitise this one for the Nintendo, they'll need buckets and buckets just to store the blood they take out of it.

It's all a bit needless really, and after a while you begin to suspect that all this gore is trying to disguise a fundamentally flawed gameplay. Then you realise that if you play on two player mode, and don't bother getting one of your mates to take the opposing side, you can go around



The locker room, where the players snap towels at one another and boast about their sexual prowess. Hang on, aren't they supposed to keep their jockstraps in those lockers?

the entire opposition and punch them all in the face without them defending themselves in any way. If this fails to impress, you can always try to rip all their heads off before time runs out. It's really magnificent fun.

Of course, if your mind is slightly more developed than mine you will begin to find this tedious after a few weeks. But never fear, the designers have packed in tons of cunning and devious twists to keep even the most distractible of gamers occupied for at least a couple of hours.

There are innumerable options to play, such as one player (against the computer), two player, league, challenge, or you can play best of three or five games in a match. The pitch

becomes littered during play with handy pick-ups which you can use to maim and dismember the enemy. The best is the little rabbit which makes the players pair off and copulate furiously. Only kidding – it makes your player so fleet of foot that he can avoid the vicious high tackles being flung at him. Conversely the little terrapin that walks across the pitch turns your player into a Valium freak.

Fumbling pick-ups!

The most amusing pick-up is the bomb. You can use these to throw at members of the other teams, which is good, but if you get tackled in possession of them you fumble them,



ASSASSINS



HUNS



MAD DOGS



PUNISHERS



SAVAGES



SLAYERS



BRUTAL SPORTS FOOTBALL

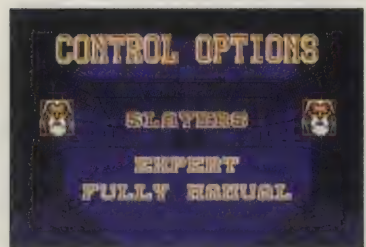


PROGRAMMERS
Teque

PUBLISHER
Millenium 0223 844894

PRICE
£25.99

RELEASE
November



The control options screen is, surprisingly, the screen where you select what kind of control options you want to play with.



The select screen is, surprisingly, the screen where you select what kind of game you play.

and get caught in the middle of a 50 megaton strike.

All in all this is a facile, puerile and shallow game. It lacks the speed and tactical deftness of *Sensible Soccer*, it is without the playability of *Goal*. And thankfully, despite the title, it has absolutely nothing to do with football, except maybe of the American and Australian varieties.

If, like me, you can't tell Diego Madonna from Ryan Biggs, but still feel the occasional need for a bit of team sport, this could be for you. On the other hand, if you're just a socially maladjusted, psycho nutter with a need to vicariously injure and maim, this will be right up your street too.

Marcus Dyson

GRAPHICS
Great blood, great beheadings.

SOUND
Atmospheric and brutal.

ADDITION
Ten at first... two thereafter.

PLAYABILITY
Facile, but fun!

VERDICT

"Less of a team sport, more of a gang war. This game will fall foul of any video games certificate scheme. Violent, compelling and massive fun."

77%

WIZ 'N' LIZ



Every one of Wiz 'n' Liz's 112 levels is filled with bouncing bunnies for you to set free.

Someone's pinched the wabbits from Pum! And there are only two people who can get them back - two decrepit sorcerers called Wiz 'n' Liz.

This is the Amiga version of Psygnosis' first console game and a right little cracker it is too. You have to guide either Wiz or Liz through 112 levels and round up all the bunnies. Every time you collect a wabbit you're rewarded with letter or bonus object which gives you more points, time, an exit gate or enables you to cast all kinds of brilliant spells.

Spells are created by combining two different bonus objects and sticking them in the wizards' cauldron -

Despite an overdose of cuteness, Wiz 'n' Liz proves to be surprisingly addictive - time's your constant enemy as you chase across each level collecting more and more wabbits. The game's fast-moving and you never feel bored, just increasingly hooked. The split-screen two-player option is great fun too.

The wabbit and sorcerer sprites are small, but well-animated. The whole thing's easy to control thanks to some slick joystick moves. Like a lot of cute games, Wiz 'n' Liz has a young audience in mind. There is no violence and even the difficult levels won't take too long to complete.

Rob Mead

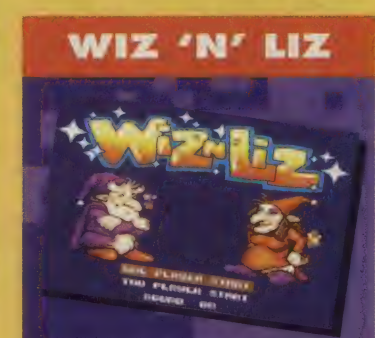


The Magic Shop stocks all the goodies you need to create those puzzling spells. Shame there are no warty toads or newts' eyeballs.

experiment a little and all kinds of sub-games and cheats are yours, including the two shops which can be used to buy more potion ingredients or gameplaying hints. Magic, eh?



If you get the spell combinations in the right order, you're given a bonus game like this Splat Those Dudes. Or should it be Take Splat?



PROGRAMMERS
Lunatic Software

PUBLISHER
Psygnosis 051 709 5755

PRICE
£25.99

RELEASE
Out now

77%



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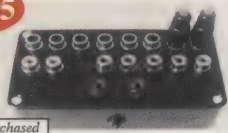
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1993/4

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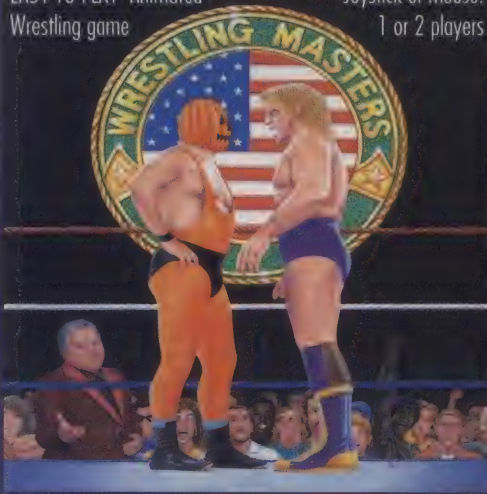
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League & Cup: Premier 22 teams, Division 1, 2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.
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EASY TO PLAY Animated Wrestling game

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STABLE MASTERS 2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

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- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-

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- 1 Day limited overs or test.
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- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION

- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS

- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY

- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

Players: Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market. Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team: Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club: Sponsorship, Ground improvements, View opponent, Finances The Match: Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other: Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus: Over 100 other meticulous refinements impossible to list here.

Editor: Allows you to amend various items in saved games. £12 Extra

☐ Scottish: Dedicated version details available upon request.

CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
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- Viruses, Injuries & Vets. Load/Save game. Many other items included.

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- 3 Batting/Bowling classifications (Normal, Attack and Defend).
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- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

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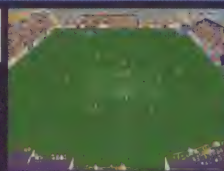


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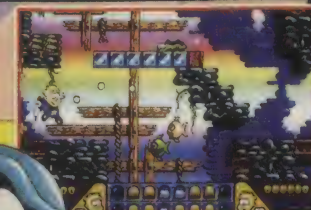
Good luck, it's going to be a long night.

■ 4 graphically stunning areas to explore, each with its own individual inhabitants.

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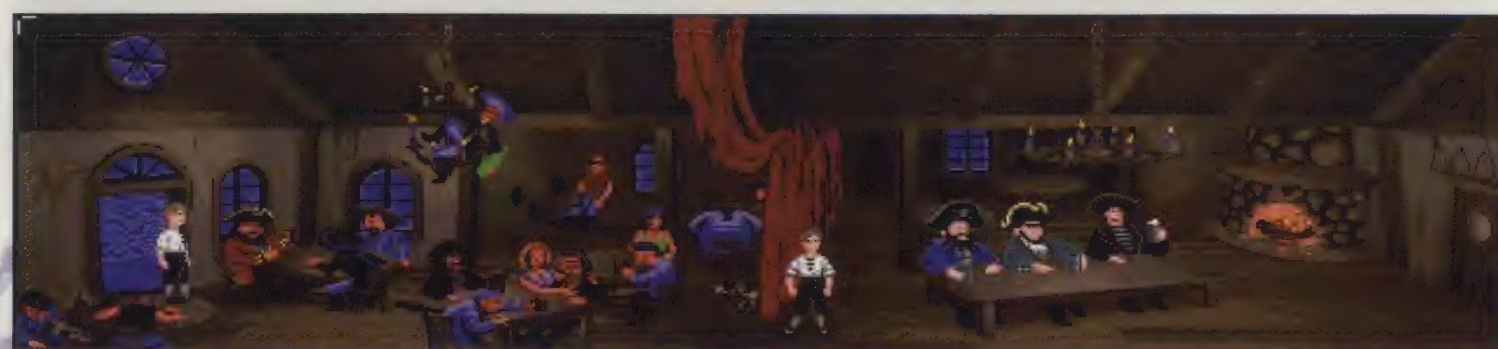
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Man for all seasons, Steve Bradley, has put Summer behind him and is turning various autumnal hues of yellow and gold and falling out of trees. Oh, and here's the budget releases.

CHEAP 'N' CHEERFUL

THE SECRET OF MONKEY ISLAND

Kixx XL, US GOLD ■ Needs 1Mb ■ £16.99 ■ Reviewed AF23 92%



Buxom wenches and bottles of grog, what more could a pirate want? It's a little known fact (ie untrue) that the Pirate's Arms is run by Fred and Doris Silver, and there's a free bar billiards table in the Snug.

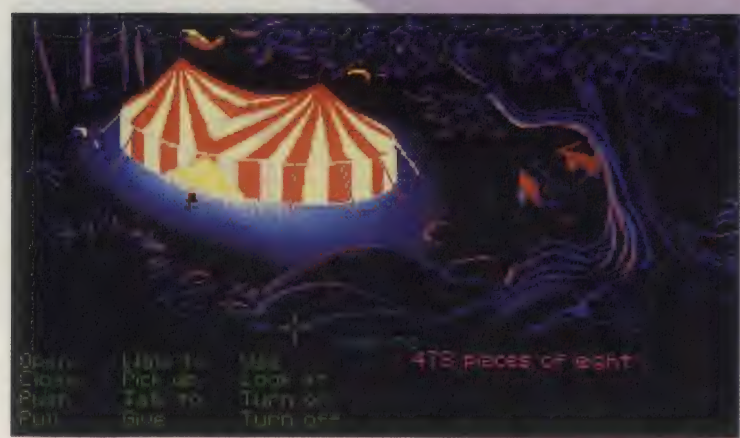
This smash hit **AF** Gold-winner sees you assume the role of Guybrush Threepwood, and work your way through a series of swashbuckling puzzles. You start the game on the island of Melée and the aim of the adventure is to collect unusual objects which will help you turn the weedy Guybrush into a skilled pirate, so he can crew a ship and sail off to Monkey Island. There are many nice touches to this RPG including the excellent fight sequences, where Guybrush wins not with his rapier abilities, but with his comical insults.

The large number of confusing puzzles can frustrate you for hours, but when you get stuck, the game's humour saves you from complete despair. The insults, questions and replies mix wit and a sense of the absurd: When you've got the option of saying "I'm Bobbin, are you my mother?" things don't seem as bad as they could do.



"You're not crossing this bridge mate, oh no, no no. More than my job's worth to let you over..."

The point and click method of control makes *The Secret Of Monkey Island* easy to play. All it takes is a few mouse clicks and you can be transported to anywhere on any island. However, you have to pay for this ease of use if you haven't got a hard disk, because the game involves a large number of disk swaps and flows less freely. The only answer is to get a hard disk.



After the cricket match the winning team celebrated in the tea tent long into the night, singing cricket songs and recounting tales of famous boundaries. Celebrity guest was Brian Johnson.

Unfortunately, the controls are let down by jerky screen movements and the slow screen menus can result in the occasional mistakes such as picking the wrong witty remark or saying something didn't mean to and sending Guybrush in the wrong direction. Despite these flaws, *Monkey Island* is one of the best graphic adventures around and at a budget price, if you haven't got a copy already, it shouldn't be missed.

Graham Popham

9/10

THOMAS THE TANK ENGINE II

Alternative Software ■ £12.99 ■ New release

"I'll Thomas the Tank you in a minute," shouted Ivor the Engine, feeling sadly neglected at not being allowed to enter the Great Train Race. The Fat Controller got an ear-bashing from Jones the Steam and Dai Station moped around on the platform. But Thomas and his pals didn't care, for they had the chance to find out who was the fastest of all the trains at the station. Not that you can go flat out, what with trains, signals, level crossings and leaves on the line.

Play the computer or race a chum in this trainmendous, steamy, four track affair. Smart graphics and pleasant sounds make this a polished package, though most will find it easy to beat the computer. But in two player mode it's great fun and at under 13 sovs, it's no Great Train Robbery. Hurrah and toot, toot.



Thomas took an early lead, but Percy kicked on the final bend and it was neck and neck as they approached the tape.

7/10

HUCKLEBERRY HOUND

Alternative Software ■ £9.99 ■ New release



Huckleberry Hound may not have slick graphics, brilliant sound, fiendishly difficult puzzles or captivating gameplay, but it does have snakes, diamonds and lots of levels to jump around.

As famous dogs go, this one's up there with the best of them. Fred Bassett, Lassie, Snowy, Muttley, Bouncer, Deputy Dawg, Rin Tin Tin, Nipper, K-9, Pickles, a quick office straw poll revealed other dogs of repute, but none of these venerable hounds have had their own game named after them. Anyway, Huck's treasured film Oscars have been half-inched and he's got to sniff around Cartoon World to goldenly retrieve them.



A barking mad platformer, *Huckleberry Hound* is not, I'm afraid, the dog's dangles. There are plenty of levels, but the gameplay is poor and the sprites are about as animated as something not very animated. It's a bit rough, but at least you can paws it.

4/10

The Oscar and cinema theme is cleverly worked in to the game. This is what happens when you lose a life.

HARD DRIVIN' II

Hit Squad ■ £9.99 ■ Reviewed AF21 77%



Admittedly, I've never driven for Williams Renault, but I know when to put my foot down. I refuse to drive for Jenkins Go-carts.

Hard Drivin' Schmard Drivin'. There is a picture of a rather nice red Ferrari on the box. Unfortunately, the cars you drive in the game do not resemble the Italian thoroughbred; in fact, they make Ladas look rather sleek. But hey, we're not posers are we? If it goes, then that's good enough.

There are both speed and stunt tracks to tackle in this racetrack romp, and if you're feeling particularly enthusiastic, you can even edit your own track. *Hard Drivin' II* is not the fastest, most fluid, or steering wheel gripping tense racing game and the control system isn't as friendly as your favourite friend. In fact, *Hard Drivin' II* is, dare I say, dated. First reviewed almost three years ago, it has been overtaken by many. Even that really slow steamroller.

4/10

CONTACT NUMBERS

This month's releases are available from:
Alternative Software (0977) 797777
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Hit Squad 061-832 6633
Kixx XL, US GOLD, 021-625 3388
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CRYSTAL KINGDOM DIZZY

Codemasters ■ £9.99 ■ Not previously reviewed



The lad Dizzy is a cheerful character, waving his stubby little arms about and smiling in the face of adversity. Let's hope he makes it to the end of the game and finds all the jewels.

Lost treasures of Yolkfolk. Stormy clouds. Imminent destruction. An egg wearing a safari hat. Hmmn, sounds as though all is well in Dizzy's kingdom. So someone's made off with all the jewels and your task is to go out and do the platform business of recovering them. The first thing I noticed was that this Dizzy bloke looks like he's constantly raving, because he bobs around and waves his arms frantically (and he's always smiling – dead giveaway).

Battle and bounce your way through four levels including Captain Blackheart's pirate ship before finally entering the Crystal Kingdom to complete your quest for the missing jewels. *Crystal Kingdom Dizzy* is colourful, bouncy fun, even if it's not the most inspirational of the Dizzy games.

6/10

WORLD CLASS RUGBY: FIVE NATIONS

Audiogenic ■ £14.99 ■ Reviewed AF39, 69%



Typical. The Scots are heading rapidly down the pitch, and my fine English lads are standing around staring into space. I blame the captain. Oh, that's me? Ah...

The first person to make a joke like "I just fancy a nice ruck" gets thrown out. Rugby is a serious game, not an excuse for schoolboy sniggering. As you may have guessed, this version of *World Class Rugby* allows you to replay the Five Nations Championship, where (surprise, surprise) five national rugby teams get together and try to pull each other's shorts off, or something like that.

Don't get me wrong. This isn't a bad game, it's just not particularly outstanding. The control method isn't bad, and you have a good degree of influence over the players' ability and pitch conditions, as well as a choice of views. You need to think tactically about how you play, as just piling up the pitch inevitably ends up with a large number of burly men jumping on you. Of course, this may be your idea of fun, but it's not mine, I'm afraid...

6/10



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HEDGEHOG,
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SQUIRREL,
BOBCAT,
LEMMING,
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FOLLOW
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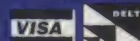
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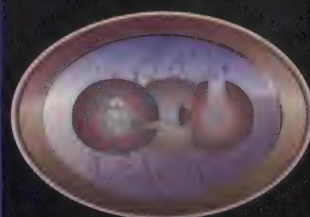
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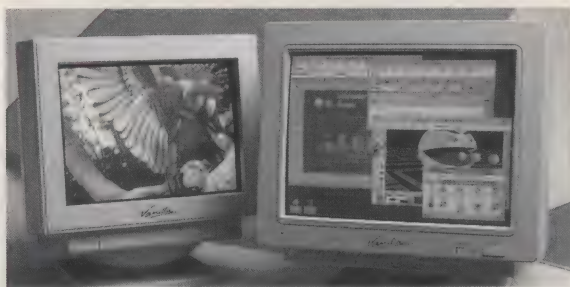
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A-TRAIN

Reviewed AF45 84%,
Ocean ● 061-832 6633



If the factory manager lets you down, you could always try following Kev Brown's amended cheat for loads of dosh and building blocks.

Kev Brown of Cramlington, Northumberland reckons the cheat we printed in AF50 was slightly misleading, so here's his amended version

Press Caps-Lock and type in CHEATERCHEATERWIMP with no spaces. After two seconds your funds go up by \$1 million and all the land you own is filled with building blocks. You can do this as many times as you like.

CHAMPIONSHIP MANAGER 93



If the opposition is too much, you could always become a talent scout for Red Star Belgrade.

CHAOS ENGINE



Choose your team with care – you need a balance of abilities if you're to destroy the Chaos Engine.

PREMIER MANAGER



"I know 'Blue is the colour, football is the game,' but don't you think you're taking this colour co-ordination lark a bit too far?" "Sorry, Brian."

Reviewed AF48 82%
Domark ● 081-780 2222

Pick a 4-3-3 formation then change the players' positions until they look like a 1-4-5 formation, and by playing the long ball you should find it a lot easier to win the game.

Darren Noyce
Stowmarket,
Suffolk

Reviewed AF45 FG90%
Renegade
● 071-481 9214

Type in these codes for maximum lives, strength, speed and loads of money.

WORLD CODE
2 XJKS0MH1292V
3 C4HQY0Q4NJ3M
4 V7YRZK8D13GS
Sharon Miev
Glossop, Derbyshire

Reviewed AF43 87%
Gremlin ● 0742 753423

Go to the 'phone and type in the number 781560 to receive £20 million and get all your players up to full fitness.

Steve Walker
Fife, Scotland

GAME BUSTERS

Read Amiga Format's brilliant, bustin' games pages and you need never be stuck on an Amiga game again.

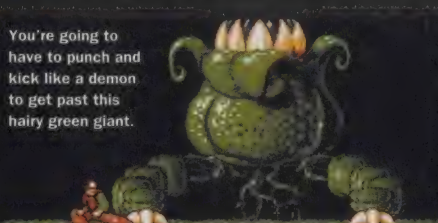
SECOND SAMURAI

AF51 Coverdisk demo

Hold down <Fire> for five seconds to collect the books and knives which are lying around. Yellow books give you a sword, while brown books are a smart bomb. The knives are thrown horizontally.

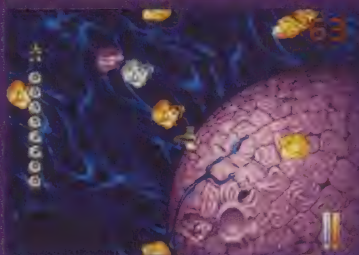
Duncan Middleton
Nuneaton, Warwickshire

You're going to have to punch and kick like a demon to get past this hairy green giant.



STARDUST

AF49 Coverdisk demo



Here's a challenge: see how long you can last in the *Stardust* demo without firing a shot.

Dave Nicoll of Dundee, Scotland has discovered a cunning way to beat the Mothership from AF49's Coverdisk *Stardust* demo. Simply go to the left base, then the right base and finally the middle base and you avoid the Mothership all together. Cool, eh?

BART VERSUS THE WORLD

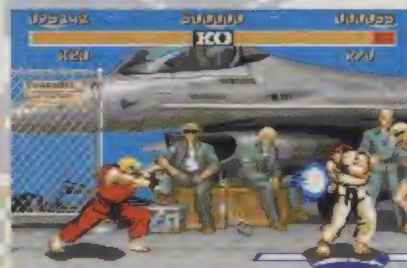
AF43 Coverdisk demo

Press and Bart changes to Bartman until you press again.

Andrew Marston,
Hereford

STREET FIGHTER 2

Reviewed AF43 87%
US Gold ● 021-625 3366



Fed up with playing the same old *Street Fighter* characters? Then check out this excellent cheat.

So you wanna be the Boss? Then try out this excellent cheat from Alex Sarkari who wins a copy of *Lemmings 2: The Tribes*.

Go to the Boss you want to control with any character except E Honda. Let the Boss beat you on the first two rounds, scoring a Perfect against you. Insert disk two at this point. Use your Continue and go back to the Player Selection screen. Select E Honda – you shouldn't be able to select Ryu. Go and play the Boss and you should find you are the Boss.

Alex Sarkari
Edgeware

CYTRON

Reviewed AF42 70%
Psygnosis ● 051-709 5755

Is this schizophrenic tank shoot-em-up driving you nuts? Well Jim Drabble of Bridlington, Yorkshire, has sent in some level codes for both the ordinary and bonus levels.

LEVEL	CODE	LEVEL	CODE	LEVEL	CODE
1	-	10	FFIB (Bonus)	19	FILA (Bonus)
2	HIDE (Bonus)	11	AAHC	20	BFDG
3	HIKE	12	HKAJ	21	GFCA
4	LAKE	13	EJLA	22	FIAG
5	DEAD	14	DHLA (Bonus)	23	LYAI (Bonus)
6	ACHE (Bonus)	15	ELAD	24	BLDK
7	-	16	KAKE	25	JAKI (Bonus)
8	FLEE	17	FGAH (Bonus)	26	GABG (Bonus)
9	BFAE	18	CIJA	27	LABH

FLASHBA



Things are starting to get decidedly tricky in Part Four of our complete solution. Are you man enough to keep up?

The Return to Earth...



ISHAR 2: MESSENGERS OF DOOM

Reviewed AF50 79%
Daze ● 071-328 2762

You want a complete solution? You got it, thanks to those helpful chaps at Daze Marketing. More next month...

IRVAN'S ISLAND

Go West, then North – avoid having a fight. Enter village. Play with the pump-handle (ooer!) if you like. Recruit Kudsac, pick up his possessions and kill him. Visit the two inns to recruit four characters – preferably, pick one scholar (Ellandr), one magician (Zeloran), one archer (Fandhir) and one warrior. Buy a sword, a bow and some arrows from the armourer. Now buy some food from the shopkeeper to recover your physical strength after fights.

Go to the harbour on the south-west side of the island and force a passage. You're taken prisoner and handed over to the village chief who tells you your mission.

Return to your starting point by going South, then East. Kill the three thieves and find the woman. You're given a pendant. Eat if necessary, then return to the village to recruit, buy helmets and shields.

Go extreme East into the forest, then North to pick up the black and white mushrooms – do not eat them. Now collect the dandelions in the stone circle to the extreme north. Fight the wasps. Enter the forest clearing on the south side, kill orcs.

You can destroy the chief orc by keeping



Special handy tip: don't pick up the skull-in-the-box unless you want your brains to be pured by a pair of stone golems.

your distance as much as possible and using as many arrows as you can. Pick up necklace, take it back to the village chief. Eat, sleep, buy arrows, arms and food. Go to the harbour, select the town's landing-stage.

ONE STEP BEYOND

Reviewed AF51 78%
Ocean ● 061-832 6633

AF brings you every single *One Step Beyond* code you'll ever need. And it's all thanks to Paul Walker of Warrington who wins himself a £25 Mail Order voucher.



Colin Curly takes one small step for the Amiga, and a giant leap for the advertisers in this puzzling sequel to the excellent *Pushover*.

QUAVER ZONE 0

Level	Code
1	48474
2	39943
3	22881
4	62824
5	20169
6	17457
7	37626
8	55083
9	27173
10	16720

QUAVER ZONE 1

11	43893
12	60613
13	38970
14	34047
15	07481
16	41528
17	49009
18	25001
19	08474
20	33475



Fall too far and you can say goodbye to one of your precious lives.

QUAVER ZONE 2

21	41949
22	09888
23	51837
24	61725
25	48026
26	44215
27	26703
28	05384
29	32089
30	37473

QUAVER ZONE 3

31	04026
32	41499
33	45525

34	21488
35	01477
36	22965
37	24442
38	47407
39	06313
40	53720

QUAVER ZONE 4

41	60033
42	48217
43	42714
44	25395
45	02573
46	27968
47	30541
48	58509
49	23514
50	16487

QUAVER ZONE 5

51	40001
52	56488
53	30953
54	21905

CK - PART FOUR

Reviewed AF45 FG93%
US Gold ● 021-625 3366

CODE: GOOD

Talk to the man (1) and give him the ID Card. Go left, kill cop and go left. Here kill second cop - use the forcefield, it works (2). Go down, kill cop and floating ball. From the middle platform go right and recharge (3). Go right and kill cop. Proceed right and dispose of all cops who show their faces. Go back left and recharge if necessary. Go right and inside (4). Kill two cops and floating ball. Move right and call taxi (5). Save here (6).

Climb to top platform. Run and jump all the way right and crack the crystal (7). Proceed inside and right. Here dispose of the terminator, take lift up, crack crystal and get key (8). Go all the way right, jump to the middle platform, right again and recharge (9). Step left and incinerate the robot - watch out!

He explodes. Activate console (10), go right, open door with key and lift down. Save here (11).

Climb up and the wall slides away. Take lift down and go up. On the right kill terminator, pick up key (12) and proceed left. Get rid of the two floating balls (13) and climb up. Move right and activate console (14) so wall slides out of the way, go left and climb down. Go right and deactivate the forcefield (15).

Proceed down, open door and recharge (16). Take the lift up and go right. There are two mysterious floor traps (17). Go right and get lift down (18). On left, run and jump to top platform so you can open door. Go right, pick up key (19), take lift up. Open door and step inside. Kill floating ball (20). Jump mine and run like hell - a forcefield follows you (21). Get rid of the floating ball and proceed right to the next level (22).



55	52858
56	09227
57	62085
58	05776
59	02325
60	08101

QUAVER ZONE 6

61	10426
62	18527
63	28953
64	47480
65	10897
66	58377
67	03738



Colin gives you a taster of his famous hang-dog expression. Cheers.

68	62115
69	00317
70	62432

QUAVER ZONE 7

71	62749
72	59645
73	56858
74	50967
75	42289
76	27720
77	04473
78	32193
79	36666
80	03323

QUAVER ZONE 8

81	39989
82	43312
83	17765
84	61077
85	13306
86	08847
87	22153
88	31000
89	53153
90	18617

QUAVER ZONE 9

91	06234
92	24851
93	31085
94	55936
95	21485
96	11885
97	33370
98	45255
99	13089

QUAVER ZONE 10

100	58344
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PROJECT X

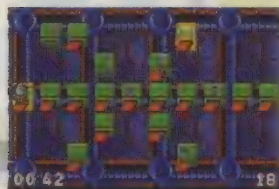
Reviewed AF50 90%
Team 17 ● 0924 291867



Allen scumbag alert! Wave after wave of extra-terrestrial nastiness is yours to destroy in Project X.

Are you having problems getting past the missile stage on Level One? Then take this tip from Anthony Harper of Southampton:

Once you finish the section before the missiles, fly straight to the right side of the screen. Stay there and the missiles are unlikely to touch you.



Get this far and you soon discover that time is your main enemy.

DUNE II

Reviewed AF50 FG90%
Virgin Games ● 081-960 2255

THE ATTACK PLAN



Attack is the best form of defence as the weedy Atreides clan soon discovers in *Dune 2*.

When attacking, the most important building to destroy is the enemy Construction Facility – once you have done this they can't replace any of the buildings you take out. You should also concentrate on taking out the enemy defence turrets before finishing off the rest of the base. Victory is almost assured if you destroy the Construction Facility, although the enemy usually has more than one of them in later levels.

Until tanks become available, the Harvester is one of your most important weapons because it's a tracked unit and can be used to squash any enemy troopers or infantry sent to attack your base. It's useful to have a Harvester guarding your base especially if you're fighting the Harkonnens, because they like using Heavy Troopers which can be very difficult to destroy.

THE LAST FEW LEVELS

On the last two levels both opposing houses team up to destroy you. This isn't as bad as it sounds – it just means you need to defend your base a bit more against the extra units the combined enemy send in.

It also means you have to destroy two bases instead of one. You can also build Palaces on these levels – as can your enemies – and IX Research Centres which enable you to construct special units. If you use these units well, and follow the attack plan, these levels are not much harder than the others.

DESTROYING ENEMY PALACES

Destroying enemy House Palaces is very hard because they're also free for them to repair. You have to launch an all-out attack mainly with Missile Launchers and Heavy Tanks to stand a chance.

Destroying a Palace can take some time, but you can afford to put all your units on to the task and provide air support with Ornithopters. In effect you have to damage the Palace faster than your enemy can repair it, but this can be done.

THE FINAL BATTLE

On this level you face the two enemy houses and the Emperor's Elite forces. This level is extremely hard compared to the rest of the game and you just have to muddle through.

The enemies are always attacking in great numbers and you really have to watch out for Death Hands as the Harkonnens and The Emperor both have them – don't forget to save your position regularly. Keep the same attack plan since it's vital to start attacking even though your base is under siege from the beginning.

Use an Ornithopter to determine the position of enemy bases since they're widely spread out over the opposite side of the map to you, usually to the North.

Remember enemies have at least two Construction Facilities on this level so it's important to hit them all. Isolate one enemy at a time and destroy them before moving on to the next and try to capture their factories so you can build the special weapons. Captured factories are often situated in strategic positions close to other enemies, which makes them ideal if your base is far away.

It's best to leave the Emperor's Sardaukar Base until last. The Sardaukar have large numbers of all the standard units which have been improved to elite status, coloured purple. The Sardaukar's Troopers are hard to kill unless they're run over by a tracked unit. They also have their Construction Yard very heavily guarded with a further Construction Yard hidden away in a corner, so it's important to explore the map.

The Sardaukar Base is also very heavily guarded. It has a double-



Combat tanks are slow, but highly effective offensive weapons which can be used to whittle down the Harkonnens' defences.

strength defensive wall around it with lots of Rocket Turrets on the perimeter. The best way to destroy the base is by taking its Construction Facility with a group of four or five Rocket Launchers sited in a destroyed enemy base, so the Sardaukar cannot see them. A quick surprise attack on the Construction Yard with Rocket Tanks can destroy it before the Sardaukar can start repairs.

Now try destroying some of the defensive turrets and other buildings. Rocket Tanks are extremely useful, so keep them well protected unless you want them knocked out by a rogue Siege Tank.

If your enemy starts rebuilding, then they have a secret Construction Yard which must be knocked out. Do this and eventually the enemy's defences collapse, leaving the Sardaukar Palace to be destroyed. This is very hard to achieve, so you just have to pile all your forces on to it and wait. When the Palace is finally destroyed you've completed the game and can watch the end sequence.

● Thanks again to Gregg Spivey, of Welwyn Garden City for these excellent sand-blastin' tips.

GOBLIINS AT 200

Not previously reviewed
Digital Integration
● 0276 684959
You can't use the A500 level codes on the AGA version of this cutesy puzzle game, so R Bailey of Streatham, London has sent in some alternatives.

Uh-oh! Those mischievous Goblins are at it again.



LEVEL CODE

1	VQVQEDD
2	ICIGCAA
3	ECPPNCZ
4	FTWJDEK
5	HQVDRFR
6	DULBEBO
7	JAHAAHE
8	HATEAGK
9	KONASJM
10	GLUTEKS
11	EROITLV

LEVEL CODE

12	CANJOMY
13	DUBENNC
14	JCNGTOV
15	TCVQQPL
16	IQDNJQN
17	KKKOSRB
18	NGOFISM
19	NNEURTI
20	LGUDEUM
21	TQELDVV

FIRE FORCE

Reviewed AF42 71%
ICE ● 0453 756993



Type in these Action Replay codes during the game to get loads of ammo for each of your weapons. If you use the M60 Machine Gun without any belts you also get infinite bullets. Under no circumstances should you increase your mags above five – this removes the graphics and energy bar. Happy hunting!

Helmuth Hun didn't take kindly to having his throat slit.

WEAPON

M16 Mags
AK47 Mags
M26 Grenades
M203 Rockets
C4 Explosives

CODE

001594
001596
001598
00159A
00159C

WEAPON

MP5 Mags
M60 Belts
M72 Laws
First Aid

CODE

001595
001597
001599
00159B

Paul Priest
South Woodham Ferrers, Essex

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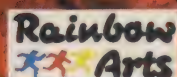
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FACTOR

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HELPING HAND

Mad, frustrated, confused? Don't be. About to hurtle your joystick right through the screen? Whoa there! Our new man Rob Mead is here to tackle all your tricky gaming problems.

CAPTAIN PLANET TO THE RESCUE

I've had *Captain Planet* for a year and I can get to the Wind Level, but then I



Captain Planet takes on the mighty Frog people in the world's first eco game.

die. With the Continues I still can't get off that level. Do you know a cheat which will give me extra lives?

James Duck
Ormskirk, Lancs

There is a cheat for this, but you need a copy of the original *Captive* game for it to work. Load *Captain Planet* as normal then insert your *Captive* disk on the level selection screen. Press <Fire> and the screen says "Disk Error." Now put in the proper disk and the cheat mode is activated.

HOOK, LINE AND TINKER

How do I use the catapult in *Hook*? I've tried everything, but nothing seems to work. I've tried talking to people but they just tell me to get magic dust from Tinkerbell. How do you get it from her?

Stuart Kelso
Crosskeys, Gwent



Peter Pan swings into action in *Hook*, Ocean's graphic answer to *Monkey Island 2*.

You have to fix the catapult by getting some elastic from the *Lost Boys' Workshop*. Now turn right into the Dining Area. Go right to the Round Pond and give the flower to Tinkerbell. She gives you some magic dust. At the right of this screen you see a tree with a branch sticking out. Pick up the branch and use it with the string you collected earlier. You now have a bow.

Go back to the *Lost Boys' Workshop* and use the bow on the pan-pipes hung up behind the table. The pipes fall to the floor. Pick them up and turn right. Go top right to the catapult and use the elastic on it. Turn right to the Cliffside. Jump off the right end of the cliff three times, now use the catapult.

TROUBLE WITH AMERICANS

I need some help with Virgin's *KGB*. I'm near the stack end of the first chapter. I've just got out of the stuffy room, killed Rita and let the American go. I've knocked out Verto and taken photos of the white and



There were 12 phones on Molotov's desk, but he couldn't get a kinky sex line on any of them. blue papers, but when I return to HQ, Volov has a go at me for letting the American go. Have I not done something?

S Roberts
London

You haven't done anything wrong. Like most KGB bosses, Volov loves a good moan and would have had a go at you whatever you'd done.

UNPLUGGED

Help! I'm stuck in *Indiana Jones and the Last Crusade*. After finding a trapdoor I end up looking up at a wooden plug which I can't reach. I have the whip, grail diary, old book, small key, red cordon and picture. How do I get past this?

Paul Gallagher
Belfast

Search all the skeletons until you find a hook. Use the hook on the wooden plug. Now walk down the left side of the screen and use your whip on the hook. This drains the water from the next room.

SOPHIA, YET SO FAR

I'm totally stuck on *Indiana Jones and the Fate of Atlantis*. I'm in Atlantis, but I can't find a way to get Sophia out of the cage. I've tried to open the vent, but it just won't budge. Can you help me free Sophia?

George Diavati
Liverpool

Stand behind the air vent and use an orichalcum bead in the robot statue. It comes to life and falls on top of the

guard, killing him. Use another bead with the eel sculpture to evaporate the pool of water guarding the sentry doors. Now walk through the doors to get on to the canal. You're confronted by an octopus - catch a crab by using a ribcage baited with chewing gum, then feed it to the octopus.

Sail around the canal until you find a broken down sentry guard. Repair it with four pieces - robot part, bronze gear, spoked wheel and crescent-shaped gear. Once the robot is repaired and working, a hinge pin falls on to the floor.

Give the hinge to Sophia so she can wedge it underneath the cage when you pull it up. Well done, you've freed Sophia.

UNDER PRESSURE

I'm hopelessly stuck in *Eye of the Beholder 2*. I'm somewhere under Temple Darkmoon in a level which was inhabited by the Drow long ago. I've found a door with a message which reads: "You'll have to leave many things behind" and has a lot of pressure pads. I've tried putting an object on every pressure pad, but the door doesn't open. What shall I do?

Javier Valdenebro
Spain



Yikes! A talking wolf! He knows the answer to those tricky *Eye of the Beholder* probs, though.

I assume you mean the set of nine pressure pads arranged in three groups of three? Put a stone on each of the four corner pads, then walk on to the centre pad. Leave a stone where you're standing and the door should open.

SCORE: ENGLAND 1, ISRAEL 0

Can you help me on *Graham Taylor's Soccer Challenge*? I've reached the FA Premier League and now the Football Association is offering me the job of England manager and I've been given a code. The problem is I don't know what I have to do with the code. Please help me.

Nadav Linden
Israel

The code is a password which enables you to play the International

section of the game contained on disk two. Make a note of the password, then save it to disk by clicking on the Save Password icon. When you enter the International section, the game asks you to load your Save disk containing the password, then asks you to type it in manually.

PAT THE HEAD, RUB THE BELLY

I'm writing to inform Dave Penn of Bridgenorth (AF50) that when typing in the cheat for *Warnygog* he must pat the monkey on the head and rub its belly at the same time before it turns into an apple and gives you infinite lives.

A Walker
Blackburn, Lancs

OVER THE WALL



The wooden horse has failed you. Time to make an Action Replay cartridge out of old bean tins.

In response to Laurence Caruana's plea for help in *Escape from Colditz* (AF50), I've worked out some Action Replay codes.

For the first man

- 6AB Low security keys
- 6AC Grade one security key
- 6AD Grade two security key
- 6AE Prisoner's uniform
- 6AF Guard's uniform
- 6B0 Pass
- 6B1 Shovel
- 6B2 Pickaxe
- 6B3 Saw
- 6B4 Rifle
- 6B5 Stone
- 6B6 Candle

For different men change the second digit to C or D.

Robert O'Connor
Liverpool

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself - write it down and send it to us, and we'll do our best to print it. Send it to:

HELPING HAND
Amiga Format, 30 Monmouth
Street, Bath, Avon BA1 2BW.



THE JAKKI BRAMBLES COLUMN



Well OK then you Mums and Dads, it's that time of the year again when letters to Santa are coming your way. We get a lot of phone calls at this time of year from you guys because it really isn't that easy to decide which of the mega bundles to buy. So this month we have an easy guide to help you make that really important choice.

Amiga 600 Single Drive - The ONLY home computer for **less than £200**. Suitable for the child fed up with paying out £40 for software for their Megadrive (software available from £9.99) or for the first time buyer. There are hundreds of software titles available including games, education, word processing, home accounts etc. Games available include strategy / role playing, titles where imagination is more important than aggression, learn to create animations not zap aliens aimlessly. **Age Group 8 - 13**

A600 Hard Drive - A more serious version of the above. The hard drive saves repeatedly loading and swapping floppy disks. Suitable for serious games players and applications such as database management for a student or home office environment. The Epic Pack is particularly useful for a foreign language orientated student. **Age Group 12 +**

Amiga 1200 Chartbusters - Only the really lucky child will receive this as their first computer. Its state of the art latest Amiga technology made it the computer that most kids aspire to. Its fast 32 - bit technology makes it the choice of Amiga enthusiasts who want not only the ultimate in games playing but also serious applications. You can expand this computer through the addition of hard drives, extra memory, accelerator boards whatever the option most suitable for producing any number of serious applications. Want to be a graphic artist, video producer, film director, cartoon animator, musician, mathematician, designer..... the only limitation to the machine is your imagination. **Age Group 10 - 100**

Amiga 1200 Desktop Dynamite - As above but with some serious applications included in the package. The perfect solution for the student. You want him or her to have a computer to produce school work using quality Desktop Publishing software, he / she wants a dynamic games playing machine. This gives both of you what you are looking for. The software alone is worth over £300.

Age Group 14+

Amiga CD32 - The choice for existing Amiga owners looking for the latest product in the range or for the dedicated console owner. Knocks the Sega for six with its State - of - the - Art graphics. (Colours on screen Sega = 64/ CD32 = 256 or 262,000) and processing speed (Sega = 16-bit / CD32 = 32-bit) To you or me this means that people who write the games can now display more colours on screen and the action can be even faster. Also be aware this is also a Compact disc player with full four voice stereo sound so you can play your favourite CD's when the kids are at school. Connects to standard TVs and most hi - fi's. **Age Group 10+**

I hope this info assists. With Commodore's help I'm certain that there will be thousands of happy smiling faces on Christmas Day, but if you're still not sure give Indi a call they will be delighted to help.

Seasons Greetings.

Jakki Brambles

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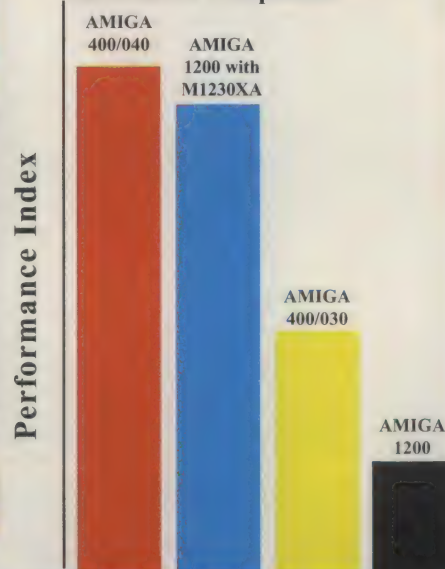
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MEGAMIX. Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source.

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2MB SMARTCARD. The original and still the only fully PCMCIA compatible memory card for A600/ A1200. Comes with lifetime guarantee. Beware of cheap imitations.

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ZAPPO 601

Trapdoor upgrade for the A600, 1Mb with RTC

INDI PRICE £49.99

ZAPPO 601 INC As above only 512K, no clock **INDI PRICE £29.99**



OPAL VISION



NEW FOR OCTOBER RELEASE!

The already acclaimed Opalvision Board takes three further leaps into the future with the official launch of the Opalvision modules. With truly awesome capabilities the Amiga can now become the most professional 24 - bit video graphics power station ever!

The NEW OPAL VISION system(Rev.2)

The amazing Opalvision 24 - bit graphics board and software suite has been updated and is now even better value for money.

The software suite now includes:

Opal Paint V2.0 - Now includes full magic wand implementation and Alpha Channel that allows photo compositing with selectable levels on a pixel by pixel basis. The new Chrominance effect allows absolute, real time control of image contrast, brilliance and re - mapping of colours.

Opal AnimMATE V2.0 - offering real time play back of animations created by ray tracers, landscape generators, morphers and all other 24 - Bit software.

Opal Hotkey V2.0 - Display OpalVision graphics anytime with key combinations.

Opal Presents - Comprehensive, icon - driven presentation package
Imagine V2.0 Imagine 3D is the most popular 3D rendering software, that now supports OpalVision. This is a full version that would cost £300 if purchased separately.

"Quite simply, it's a spectacular product" - Amiga Computing

"Undoubtedly the finest, most professional paint program to arrive on the Amiga" - Amiga Format

"Professional quality at this Price can't be turned away" - Amiga User International

"The verdict was unanimous - brilliant" - Amiga Shopper

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*Camcorder must have a LANC or Control L compatible port

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We researched the colour printer market at great depth to find a colour printer good enough to cope with Amiga's powerful output, yet at an affordable price.

We found the perfect printer in the KX - P2180 and KX - P2123 quiet printers.

We then considered that if you were going to buy a Panasonic printer you would probably need a quality word processing package to use with it. We found that too, with 'Wordworth' yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

Panasonic KX - P2180



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WITH PANASONIC QUIET PRINTERS. The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word / document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX - P2180 and KX - P2123 colour printing support), Collins spell checker and thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today" (Amiga Format)

NORMAL RRP £129.99 inc. VAT

INDI 320000

£169.99

The new Panasonic KX - P2180 9 - pin quiet printer.

Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX - P2180 is typically 15dBA quieter in operation, than the competition.

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* **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta, black)

* **Quiet printing** Super quiet 45 - 48 dBA sound level (most matrix printers are typically in excess of 60 dBA)

* **6 Resident Fonts** Over 6,100 type styles using Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts.

* **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility

* **1 Year Warranty** for total peace of mind

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The new high performance Panasonic KX - P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price

INDI 320001

£219.99

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* **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta, black)

* **Quiet Printing** Super quiet 43.5 - 46 dBA sound level (most matrix printers are typically in excess of 60 dBA)

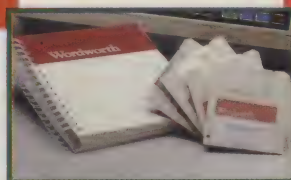
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* **1 Year Warranty** for total peace of mind.

Panasonic LASER PRINTER

KX - P4410 LASER PRINTER



WORDWORTH AGA COMPLETELY FREE WITH PANASONIC LASER PRINTERS. The writers choice. The ultimate word processor for AMIGA computers. NORMAL RRP £129.99 inc VAT

KX - P4430 LASER PRINTER



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- * 5 pages per minute
- * 28 resident fonts
- * Optional 2nd input bin (total printer capacity 2 x 200 sheets)
- * Low running costs
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- * Optional memory expansion to 4.5 Mb (0.5 as standard)
- * HP Laserjet II Emulation

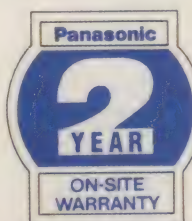
INDI 320002

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inc. VAT

Imminent price increase. This price while stocks last.

WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS



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- * HP Laserjet III Emulation, PCL 5
- * 8 Scalable fonts & 28 bitmap functions
- * Optional 2nd input bin (total printer capacity 2 x 200 sheets)
- * Optional memory expansion to 5.0 Mb (1 Mb as standard)

INDI 320003

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inc. VAT

Imminent price increase. This price while stocks last.

*(Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size)

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Specially tailored quality dust cover for Panasonic KXP 2180/ KXP 2123 printer. **INDI PRICE £8.99**

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INDI 30 0011

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You've got the CDTV, you've got the key-board and the floppy disk drive - for a total computer solution all that's needed is an ultra fast hard disk drive.

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INDI 300012

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The 1630 is a 68030 accelerator board running at 25Mhz complete with a 68882 FPU and 2Mb of 32 - Bit fast RAM suitable for the A2000. The 2630 board brings the performance of the Amiga 2000 up to nearly that of the A3000, ideal when running professional applications. An additional 2Mb of 32 - Bit fast RAM can be added to the 2630 board, giving a total of 4 Mb of fast RAM.

INDI PRICE £369.99

A2286 AT EMULATOR

The A2286 AT emulator kit offers IBM AT compatibility on the Amiga 2000 and 3000 systems, running at 10Mhz with 1Mb RAM and CGA graphics. The A2286 emulator also includes a 5.25" 1.2Mb floppy drive and MS DOS operating software.

INDI PRICE £159.99

A2088 XT EMULATOR KIT

The A2088 XT emulator kit offers IBM compatibility on the Amiga 2000 and 3000 systems, running at 4.77Mhz with 512Kb RAM and CGA graphics. The A2088 emulator also includes a 5.25" 360K floppy drive and MS DOS operating software.

INDI PRICE £79.99

A2058 RAM BOARD

An 8 Mb 16 - Bit RAM board, supplied with 2Mb RAM and upgradeable in two steps. The 2058 is a zorro II compatible and they are compatible with the A2000.

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A2300 GENLOCK

A cost effective home quality entry level internal genlock, suitable for the Amiga 2000/3000. The 2300 genlock is an ideal solution for anyone wishing to put titles or graphics onto home video.

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A2091 CONTROLLER CARD

The 2091A is an autobooting SCSI controller card with the facility to mount the SCSI Hard Drive directly onto the controller card. The 2091A also has the facility to take up to 2Mb RAM (1/2 Mb steps). The A2091A controller is zorro II compatible and is therefore suitable for the Amiga 2000 although it does offer an ideal solution for the Amiga 4000/030, where leading edge performance is not required. The A2091A is still the most reliable Amiga SCSI card available and with the supplied software is the easiest way to install.

INDI PRICE £79.99



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All orders received by 6pm Monday to Friday are despatched same day for delivery using our national courier - Securicor. (UK Mainland only). Saturday deliveries are available at a small surcharge. If you are out when we deliver, a card will be left at your home giving you a contact telephone number to arrange a convenient re - delivery.

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Expanding your A4000/030

The A4000/030 is a powerful machine, and is now widely recognised as the entry level professional Amiga. Richard Baguley looks at the various ways of expanding this machine's already considerable capabilities.

WILLIAM BLAKE ONCE

said: "The palace of wisdom lies on the road of excess." However, he wasn't trying to build a ray-traced Angel in 2Mb of memory or produce a *VistaPro* animation of Hell with only 20Mb of disk space. With an Amiga, you can never have too much.

If you want to use your A4000/030 for some serious work, one of the first things that you will have to do is to think about expanding it. Although 2 or 4Mb of memory and 80Mb of disk space may sound like a lot, once you start loading in your programs and generating your 24-bit IFF files, it will soon get eaten up. Programs like *Imagine 2* on this month's Coverdisk are especially greedy for memory – as programs get more complex, so they need more memory.

The A4000 uses SIMMs (Single In-line Memory Modules), which are located in five sockets on the front left side of the motherboard. The first slot (located closest to the centre of the board) is for the Chip RAM, and the remaining four are for

The A4000 is a powerful machine, but if you're planning to run power-intensive programs on your machine you should always be prepared to upgrade.

Fast Memory. This gives you a maximum of 18Mb of memory (2Mb Chip, 16Mb Fast).

If you want to expand further, you will need to use a Zorro card with space for more memory. SIMMs are an industry standard, therefore getting hold of them shouldn't be a problem. However, you should ensure that you obtain the right type of SIMM, which is the 72-pin, 32-bit variety. Although most SIMMs will fit into the slot, some double-sided models will not fit, so you must ensure that the ones you are purchasing have been tested in an

A4000. The more common 8-bit SIMMs used on PCs won't work in an A4000, so don't buy these.

You should also ensure that the memory is the right speed so that when the CPU asks for the contents of a memory location, the chips can present it within the required time. The SIMMs should have a speed of at least 80 nanoseconds. Faster SIMMs can be used, but you won't see any great performance increase.

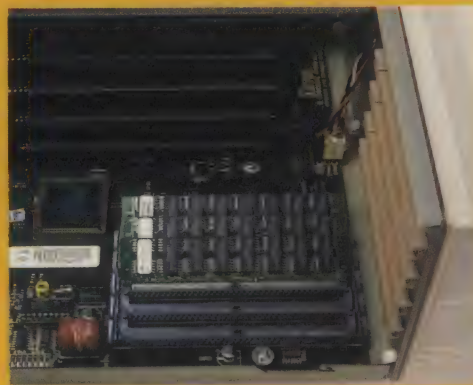
Commodore have recently started selling A4000s with only 1Mb of Chip RAM



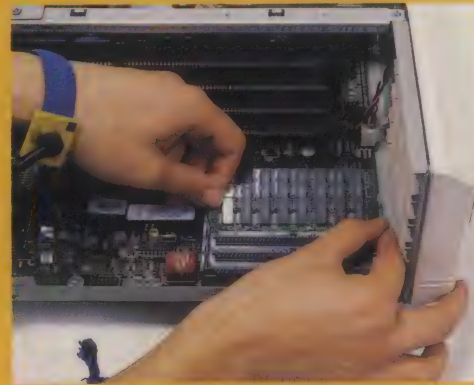
FITTING SIMMS TO YOUR A4000 IS A SIMPLE PROCEDURE, AS THE FOLLOWING



1 The two screws which hold the top cover are located at the top left and right corners at the rear of the A4000. Unscrew these, and lift off the cover. Don't remove any other screws, as these all hold other bits of the computer together.



2 The RAM chips on the A4000 are located on the front lefthand side of the motherboard, if you are looking from the front of the case. The Chip RAM is located in the socket closest to the Zorro sockets.



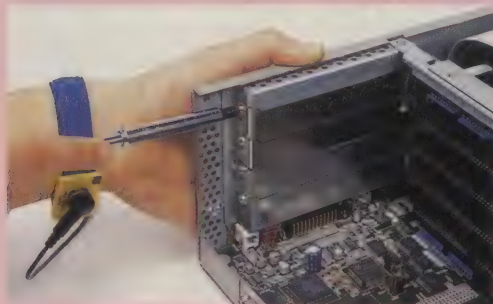
3 To remove a SIMM, gently push the two plastic clips on the side outwards, and pull the SIMM forwards. Then once it is clear of the two side clips, pull it upwards, and clear of the socket.

HOW TO FIT A ZORRO CARD

Most peripherals designed for use with the big box Amigas fit into one of the Zorro slots located inside the case. Fitting one of these cards is a simple procedure, which we describe below.

The first thing to do is to decide which slot the card is going to fit into. If you're fitting a video card such as the OpalVision or Video Toaster, you'll need to fit it into the video slot, which is the bottom one. Other cards should fit into any other slot, but you should check a few things before fitting.

If you already have any cards fitted, check that the new card won't touch any others. Some cards have bits which stick out and could cause a short circuit if they touch other cards. You should also make sure that all the cards have enough space for some ventilation, as cards can often get very hot after a few hours use. Once you've picked a slot, take off the cover and follow the instructions below...



First remove the cover from your Amiga and decide which slot you want to fit your card into. Then remove the screw holding it on to the blanking plate.

Do not lose the screw - you may need it later. Put both the screw and the plate in a safe place, as you may need the plate if you ever decide to remove the card.



Fit the Zorro card by pushing it gently, but firmly, into the slot, lining up the board with the plastic guides and pushing the edge into the connectors. If it's the first time a card has been fitted, a fair degree of force may be required, but be careful not to bend the card. Once the card is in the slot, fix it in with the screw previously used with the blanking plate. Finally, replace the cover and test the card with the software which accompanied it.

fitted, due to the rising price of memory. If you have one of these, your first step should be to upgrade your Amiga to 2Mb of Chip RAM, to get the maximum power out of your machine. This can be done by removing the 1Mb SIMM fitted in the factory, and replacing it with a 2Mb one. This is all that you need to do, and you can reuse the 1Mb SIMM to give you a total of 4Mb of memory (2Mb Chip, 2Mb Fast).

The next step is you should take is to look into adding some extra Fast RAM to your machine. This is where the fun starts.

The Fast RAM sockets on the A4000 can only cope with 1Mb or 4Mb SIMMs, and you can't mix the two types. Therefore, if you expand your machine to 4Mb of fast RAM using 1Mb SIMMs, you won't be able to expand it any further unless you remove all of your SIMMs and replace them with 4Mb models.

What this actually means is that you have to decide how far you are likely to want to expand your machine in the future. Obviously that will depend on the type of work you will be doing, just don't

STATIC STRIFE

Static electricity can kill silicon chips. Just by walking across a room you can easily generate several thousand volts of static electricity, which will quickly disperse through the nearest convenient conductive object. If you're unlucky, this could be your precious Amiga. And while it's passing through your favourite computer, it could be frying your FPU or mashing your memory chips.

As you can see from the photos left and below, we've used an anti-static wrist strap while carrying out the operations described. We strongly recommend that you invest in one - they are available at good electronics shops, or from any electrical components mail order catalogue. Connect one end to your wrist and the other to something large and metal, such as a radiator or filing cabinet. This will ensure that any static charge lingering in your body will be quickly dispelled.

If you haven't got an anti-static strip, there are several simple precautions which can help reduce the risk. Before touching any sensitive parts of your Amiga, touch a nearby radiator or other large metal object, which should dispel any lingering charge. Don't forget to also ensure that your Amiga is unplugged before you open it, and that you don't eat or drink near your computer. Few things can do a computer more harm than a cup of coffee!

limit yourself too much - most people end up needing more than they think at first. If you aren't going to want to go beyond a total of 6Mb, you should get hold of some 1Mb SIMMs and use these. If you're likely to want to expand beyond 6Mb, or think you may at some point in the future, you should use 4Mb SIMMs.

A single 4Mb SIMM is more expensive than four 1Mb SIMMs, but it does mean that you can add more memory at a later date. Unfortunately, it also means that you will have a couple of spare SIMMs floating around, since you won't be able to use both the 1Mb and the 4Mb SIMMs at the same time. If you know anybody else who has an A4000, you may be able to sell these to them, as long as they don't mind being limited to 6Mb.

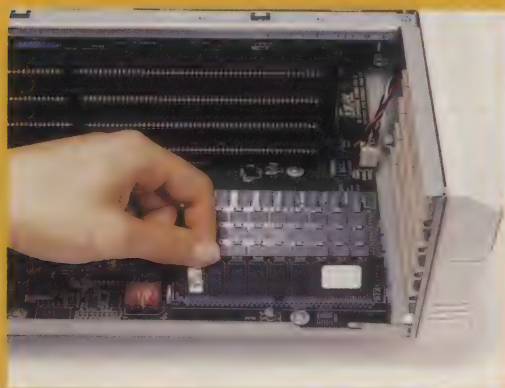
Quoting specific prices for SIMMs has been deliberately avoided in this article because they are currently extremely unstable. A 'trade disagreement' between Japan and the US has led to a price rise, and many companies are having difficulties getting hold of stocks of many types of SIMMs, including those used in the A4000.

Hopefully, these problems will soon be sorted out and the price of memory will start to fall, as more chips become available. In the meantime, shopping around is a good idea, as long as you know exactly what you're looking for.

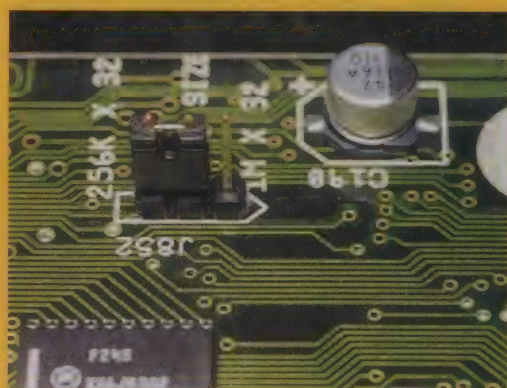
Next month, we will be examining how easy it is to expand an A1500 or A2000 to build a powerful graphics workstation, and how a machine expanded in this way rates against a new A4000.



STEP-BY-STEP GUIDE ILLUSTRATES...



4 To fit a SIMM, push the SIMM down vertically into the socket. When it's located in the slot, push it backwards until the two plastic clips on the side hold it firmly in the socket.



5 This jumper determines which size of SIMMs are fitted to your machine. With 1Mb SIMMs, the jumper should be over the two lefthand pins. With 4Mb SIMMs, move the jumper over the two righthand pins. Then replace the cover and run a program such as AIBB to test the RAM.

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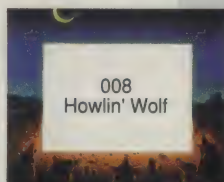
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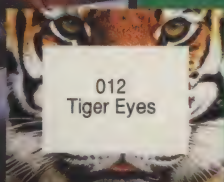
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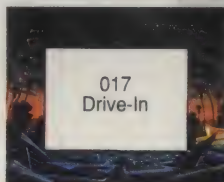
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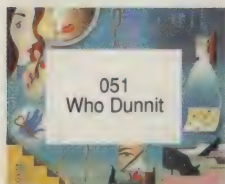
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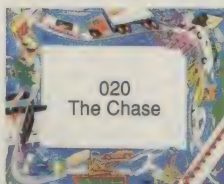
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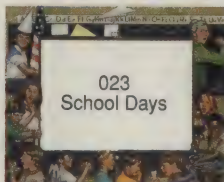
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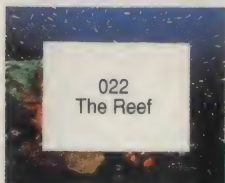
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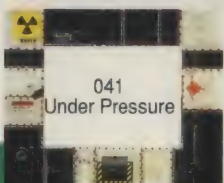
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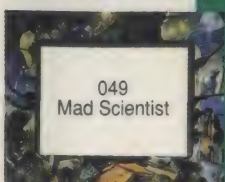
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OR VISIT OUR SHOP

If you are in the area or live locally please don't hesitate to visit our shop. Our friendly staff are available for advice and are willing to demonstrate any of our stock to give you a better idea of what you want. Our shop also carries the full range of latest entertainment software and has a games zone where you can park the kids or play the latest games.

Please note that in our effort to bring you the best value available our prices are subject to change without notice. This does not necessarily mean that the prices will go up.

DELIVERY

All purchases are made up to order and then dispatched. All customer modifications generally take 3-4 days to fit. The goods are then dispatched via our courier service on a 24 hour delivery schedule. If no-one is available to receive the goods then the courier will leave a card explaining how to arrange a delivery to suit you. Saturday delivery can be arranged at a small surcharge.

DELIVERY £10
PICKUP & FIT SERVICE £29

COMPUTERS AND HARD DRIVES

AMIGA A4000/040

The flagship of the Commodore Amiga range. Based around the 68040 processor. Comes with Hard Drive, 2+4 RAM and WB3.

85Mb version	£1899
120Mb version	£1919
170Mb version	£1939
250Mb version	£1979
340Mb version	£2069
426Mb version	£2149

AMIGA A4000/030

The same specifications as it's big brother but designed around the EC68030 processor. Comes with a Hard Drive, 1+1 RAM and WB3.

FOR 2+2 ADD £69

85Mb version	£939
120Mb version	£969
170Mb version	£1029
220Mb version	£1059
256Mb version	£1089
340Mb version	£1149
426Mb version	£1199

HAVE A SECONDARY HARD DRIVE

FITTED AT THE SAME TIME AS

PURCHASING YOUR A4000	
85Mb	£129
120Mb	£149
170Mb	£189
212Mb	£229
250Mb	£249
330Mb	£229

MONITORS FOR CD32

Why tie-up your TV this Christmas? Buy a composite input monitor for sharper gameplay and graphics.

1084S MONITOR PHONE FOR LATEST PRICES AND AVAILABILITY

AMIGA A1200

DESKTOP DYNAMITE PACK

The A1200 sports many features of the A4000 series. Based around a 68020 processor, 2Mb of RAM and WB3 as standard. A full range of hard drives are also available. The desktop dynamite pack is supplied with a range of software written specifically for the AA chipset, including DPaint AGA and Wordworth AGA plus others with a total RRP of over £300

Basic	£289
20Mb HD version	£369
40Mb HD version	£388
60Mb HD version	£445
85Mb HD version	£468
127Mb HD version	£494
170Mb HD version	£528
220Mb HD version	£548
256Mb HD version	£578

IDE HARD DRIVE KITS

These drives can be fitted to the A1200 at any time by us or the end user. The kit comes complete with all software necessary to configure the drive.

40Mb	£139
85Mb	£179
120Mb	£279
209Mb	£399

A1200 HARD DRIVES

These hard drives can be added to your existing system and are installed by our technicians to ensure the best fit. They come with a 1 year return to base warranty on the drive and the computer.

40Mb	£99
85Mb	£179
120Mb	£239
170Mb	£269
250Mb	£329
330Mb	£399
426Mb	£499

All hard drives fitted after time of purchase must add £29 fitting fee

UPGRADES

CD ROM DRIVE

The ultimate in data storage and high speed transfer rates for the A4000 series. These multisession CD ROM drives come complete with all the necessary mounting software, SCSI controller card and software to enable the use of CDTV discs.

Welcome to the future of home entertainment.

CD ROM DRIVE £399

PLEASE ADD £29 FOR 2 CDPD
FRED FISH DISCS(OVER 1000Mb)

MATHS CO-PRO (PLCC)

25MHz 68882	£89
40MHz 68882	£129

MEMORY

single sided SIMMS module for A4000

1Mb RAM	£39
4Mb RAM	£169

ACCELERATORS

Our accelerators are produced for the A1200 by GVP, a watch word in quality and reliability. Both boards are user fittable via the trapdoor so as to maintain your warranty.

GVP SCSI/RAM BOARD

This board has slots for up to 8Mb of RAM, a maths co-pro and has and includes an SCSI interface as standard.

0Mb/NO FPU	£179
4MB/33MHz FPU	£349
SCSI CABLE KIT	£44

GVP A1230 BOARD

This board features a 68030 processor as standard and also has slots for up to 8Mb of RAM and maths co-pro.

0Mb/NO FPU	£269
4Mb/40MHZ FPU	£439

GVP ACCESSORIES

33MHz 68882 FPU	£79
40MHz 68882 FPU	£129
32bit 1Mb RAM	£64
32bit 4Mb RAM	£153

DEMON



THE OVERDRIVE EXTERNAL HD



THE OVERDRIVE 35

These external hard drives come in an ABS box styled to match the Amiga A1200. They plug in via the PCMCIA slot and include an external PSU so as not to invalidate your Commodore warranty. Ultra fast data transfer rate of 2Mb/sec. Full 1 year return-to-base guarantee. They come supplied with all the necessary software to mount and configure the drive.

40Mb	£189
85Mb	£249
170Mb	£319
220Mb	£339
250Mb	£369
340Mb	£419
426Mb	£519

THE OVERDRIVE 25

The compact version of the OVERDRIVE 3. This model is design to be transported, it's size has been reduced, the internal hardware has been upgraded to deal with the problems created by moving hard drives around and the power is now drawn internally. So, hey just put it in your pocket and away you go.

TYPICAL TRANSFER RATE:-1.2Mb/sec

20Mb	£99
40Mb	£169
60Mb	£199
80Mb	£249

TURBO CHARGE YOUR A4000/030



PHOTON UPGRADE

Finding that your A4000/030 isn't quite man enough for your present projects? Never fear Software Demon is here.

We are now able to offer an upgrade service, saving all the hassle of selling your old Amiga. So, to upgrade just send in your main CPU module and front panel and we will part-exchange it for a genuine Commodore 040 CPU module; which includes an MMU and built in FPU and a new A4000/040 front panel.

PHOTON UPGRADE £799

HELLFIRE UPGRADE

AVAILABLE SOON

Our latest development has produced a stunning new way to improve the performance of your A4000/030 at an incredibly low price. It comes in the form of a replacement CPU module which sits. It's features include a 50MHz standard clock speed; an MMU as standard and a built in 50MHz FPU. To upgrade will require you sending us your original CPU module which we will then part exchange for our new A4000/030 accelerator.

PRICE?
PLEASE PHONE FOR
DETAILS
PROJECTED RRP £299

LEISURE & ENTERTAINMENT CIVILIZATION AGA

This is it, the bees knees. It's the ultimate god game. This game is Microprose's flagship, it's won a host of awards and now it's been upgraded to make the most of the new AGA chipset. If you don't already own a copy of Civilization then you don't know what your missing, and if you have an original copy then you'll be stunned by the improvements. So either buy it now or upgrade and get into the most serious game of all time.

CIVILIZATION AGA £39 UPGRADE £19

To upgrade just send the 4 original disks including £19 and your name and address.

CD32 CONSOLE

This machine represent the future of home entertainment and video game play. A self contained CD console which you can expand to a full CD based home computer. It is built around true 32bit technology with 256 screen colours, 68020 processor with a 14MHz clock speed and high resolution screen display. Read the reviews and hear what the experts have got to say about Commodore's new baby. I think you'll agree it's time to kiss Sonic Goodbye and wish Mario a fond farewell because the future is here. Optional extras include a keyboard, floppy drive, mouse and a hard drive. All of which will be available soon. CD32 is supplied with 2 great software titles written for the AGA chipset and designed to display the full range of CD32's assets.

ALL FOR THE MEASLY PRICE OF £279

SOFTWARE DEMON LTD

CUSTOMER SERVICE

GENERAL POLICY

We at SOFTWARE DEMON LTD endeavour to bring you the best value at the cheapest price possible. This is not easy in this day and age of multi-national corporations bulk buying everything in sight and then shifting it as fast as possible, not caring where it goes just as long as they get the cash.

Here we believe in the personal touch, all purchases are made-up to order for each individual then tested and dispatched. No box shifting and no rush. We may not be the fastest but we take pride and great care in what we do. Each customer receives the best service possible.

OUR GUARANTEES

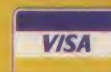
All our standard Commodore products are genuine UK specification, no foreign manuals and no dangerous electrical standards. They all receive a 1 year on-site warranty.

All the products modified or fitted by SOFTWARE DEMON LTD receive our own 1 year Return-to-Base, fix or replace warranty. If a Software Demon product fails within 1 year of purchase due to faulty parts or workmanship; we will pickup the goods by courier; return them to base; fix or replace them and return them to you free of charge.

AFTER SALES SERVICE

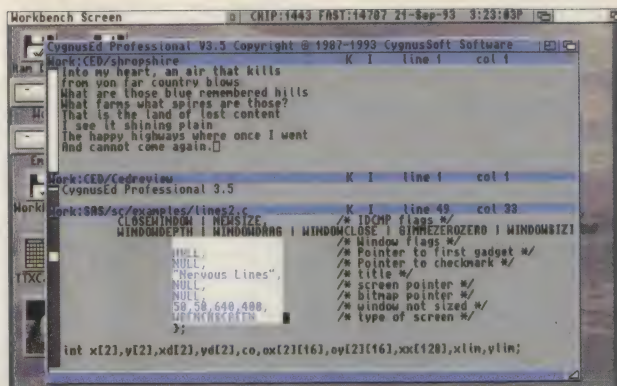
At SOFTWARE DEMON LTD we firmly believe in caring for our customers, past and present. There will nearly always be somebody available on line to answer any question or help with any problems you may have. We are also willing to give advice on purchasing any computer related products and to help you choose the right equipment to suit your needs. If you have any queries just phone:-

TECHNICAL SUPPORT (0736) 331499



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WITHOUT NOTICE E&OE
ALL TRADEMARKS ACKNOWLEDGED

In the beginning was the word – but it wasn't much use without a decent word processor. Getting back to basics, Nick Veitch tries out the new version of CygnusEd.



Columnar text marking – very handy, and it has made a comeback with CygnusEd.

CygnusEd

PROFESSIONAL 3.5

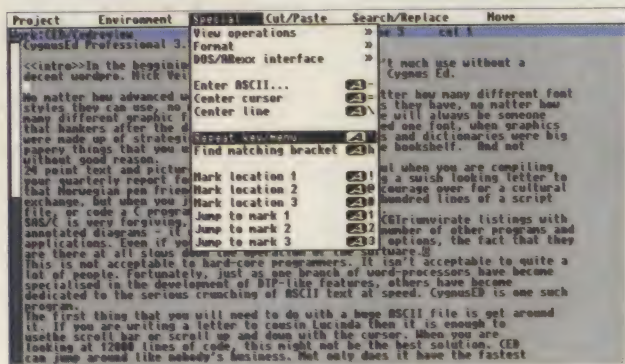
NO MATTER HOW advanced word processors become, or how many different font styles or preview modes they have, there will always be someone who hankers after the days when you only had one font, when graphics were made up of strategically placed ASCII characters and dictionaries were big paper things that you used to prop up the end of the bookshelf. And not without good reason.

Although 24 point text and picture runaround is useful when you are compiling a quarterly report, when you just want to knock out a hundred lines of a script file, or code a C program, it can be a pain.

SAS/C is forgiving, but it doesn't want to see CGTriumvirate listings with annotated diagrams – it wants ASCII text. Even if you can turn off the fancy options, the fact that they're there slows down the operation of the software. But fortunately, just as one branch of word processors have specialised in DTP-like features, others have become more dedicated to serious crunching of ASCII text at speed. *CygnusEd* is one such program.

The first thing that you will need to do with a huge ASCII file is get around it. If you are writing a letter then it is enough to use the scroll bar or scroll up and down with the cursor. When you are looking at 12,000 lines of code, this might not be the best solution. *CygnusEd* can jump around like nobody's business. Not only does it have the fastest scroll bar ever, but it also has hotkeys for jumping to marked pieces

More menus than Langan's. If it isn't here, it isn't in.



of text and a Go To Line function (handy when your assembler says you have an invalid function on line 683).

Of course, the real thing about huge text files is being able to manipulate text. *CygnusEd* enables you to mark blocks of text by double-clicking and dragging. The difference between it and most word-pros, though, is that you can mark a block of text and continue typing. Columnar marking is also possible, a feature which has disappeared from more 'modern' text engines. This is especially useful for large tracts of indented text such as C source.

Marked text can be manipulated in the usual way, as well as rotated and carriage return stripped. Up to three locations can be marked for easy jumping around. If you need rapid access to different parts of the document you can open a new window on the same file. *CygnusEd* will then split the view, in the same way as when it has multiple documents. All changes are made simultaneously to all the entries you have open, but global preferences only affect the view currently open.

ARexx is fully supported, and professional development tools, such as SAS/C come with predefined macros for use with *CygnusEd*. For those who already use *CygnusEd*, these are the new features:

Clipboard Support – you can now transfer text using the standard Amiga Clipboard buffers, if you can find any other software that supports them.

Search/Replace History – you can toggle back through previous search entries.

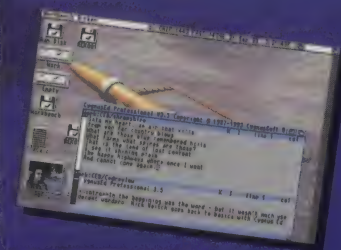
Public Screen Support – you can open *CygnusEd* as a Public Screen, or as a window on a Public Screen.

Multiple Views – there are now 30 views available, instead of just 10.

Characters Per Line – the maximum line is now 4000 characters long.

Also, there is a new utility called MetaMac which is useful for creating macro commands and assigning them to keys – much easier than recording them on the fly. But the real change is in the manual – it now makes sense. Amazing.

CYGNUSED PRO



DESCRIPTION
Text Editor

MANUFACTURER
ASDG

DISTRIBUTOR
Meridian Software 081-543 3500

PRICE
£99.99

RELEASE
Out now

SPEED ●●●●●
The best. Scroll through 1,000 lines of text in about three seconds.

MANUAL ●●●●●
Now fully updated and readable with plenty of detail.

ACCESSIBILITY ●●●●●
If you can use a keyboard, then you can use *CygnusEd*.

FEATURES ●●●●●
Top stuff. The only omission is a Fold option (as in *TurboText*).

VALUE ●●
Hmmm. It is the best, but a ton is a bit steep. Bogus.

VERDICT

“For serious crunching of ASCII text, CygnusEd is the fastest and best text editor around, but its quality comes with a steep price tag attached.”

81%

GVP

AMIGA

500 OWNERS POWER UP!

NEW

LOW

PRICES

SAVE
UP TO
£100



PICTURE SHOWS GVP HD8+. THE A530 FEATURES SIMILAR DESIGNER STYLING

Power up your A500 with the very best in Amiga peripherals. Give your computer a new lease of life with a hard drive or accelerator plus hard drive from GVP.

These powerful, award-winning products plug neatly into your A500 or A500PLUS, giving you more storage and more speed. The improvements don't stop there! In almost every area of Amiga operations these GVP peripherals can enhance the performance of your A500 or A500PLUS. Both models can upgrade your Amiga's RAM, making operations run even faster. You can add a PC emulator, (featured below left), which enables you to run thousands of PC software titles. Further hard drives, back-up systems and CD-ROM drives can also be added via the built-in SCSI interface. The list is endless, GVP's HD8+ and A530 are the undisputed premier Amiga peripherals available.

If you were thinking about upgrading to an A1200 or A4000, think again. With a GVP A530 Accelerator upgrade, your A500 will be 14 times faster than a normal A500, almost nine times faster than an A1200 and over one and a half times faster than the mighty A4000 030 (see chart below).

AT NEW LOW PRICES!

MORE STORAGE

HARD DRIVES + RAM EXPANSION

A GVP HD8+ Hard Drive will have an immediate effect on your Amiga. Where you used to constantly swap disks, wait for files and programs to load and sit around waiting for disk accesses, you will now be pushed to keep up with the speed of your Amiga. Hard drives are used for the same storage purposes as floppy disks, but can hold a great deal more information and access this data much more quickly. The A500 HD8+ (pictured above) provides the ultimate in hard drive performance, it can also increase the memory of your Amiga by up to 8Mb, support up to six SCSI devices and provide PC compatible emulation via its custom expansion slot (mini slot) see left.

COMPARISON CHART

FEATURES/MODEL	GVP HD8+	ICD TRIFFLE LX	COMMODORE A590 20Mb	EVESHAM REFERENCE 100
*TRANSFER RATE: Kb per second	1066	1028	564	400
GVP DESIGNER STYLING	✓	-	-	-
RAM EXPANSION(MAX)	8Mb	8Mb	2Mb	4Mb
MINI SLOT (FOR FUTURE EXPANSION)	✓	✓	-	-
SCSI INTERFACE	✓	✓	✓	✓
GVP PERFORMANCE Faast ROM	✓	-	-	-
DEDICATED POWER SUPPLY	✓	✓	✓	-
PRICES FROM	£199	£295	£159	£329

* Figures taken from Amiga Computing, October 1993

"... the undisputed fastest Amiga hard drive available in the world."

Computer Mart April '92

"Without doubt the best hard drive available for the A500 ..."

Amiga Format April '93



HD8+ 42Mb HD 0Mb RAM
PREVIOUS PRICE £249
£199
INC VAT - HAR 0840

HD8+ 80Mb HD, 0Mb RAM PREVIOUS PRICE £349 **£299** INC VAT - HAR 0885
HD8+ 120Mb HD, 0Mb RAM PREVIOUS PRICE £499 **£399** INC VAT - HAR 0922

MORE SPEED

40MHz ACCELERATOR + HARD DRIVE + RAM EXPANSION

The GVP A530 is a unique combination of a Hard Drive, RAM upgrade and an Accelerator. Inside is a full Motorola 68030ec processor running at 40MHz, making your A500 faster than you thought possible - almost nine times faster than an A1200. And, fitting a PGA maths co-processor (40MHz 68882, ref: UPG 1982, £129 inc VAT) can improve this still further, with some operations being 300 times faster than an A500. In addition you can add up to 8Mb of 32-bit RAM, which further enhances performance.

FASTER THAN AN A1200 or A4000 030

An A500 with the GVP A530 fitted will be considerably faster than either the A1200 or A4000. This is possible because the A530 uses a 40MHz 68030ec processor, whilst the A1200 uses the slower 14.19MHz 68020ec processor and the A4000-030 uses the 25MHz 68030ec processor.

Features include:

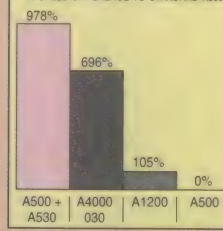
- 40MHz 68030ec Processor (the A1200 has a slower 14MHz 68020ec processor)
- Up to 8Mb of 32-bit Memory, 1Mb of 32-bit Fitted
- PLUS Same Features as HD8+
 - Mini-slot for Future Expansions, see PC Emulator - far left
 - Cut Off Switch for Game Compatibility
 - Dedicated Power Supply and Fan Unlike Many Competitors
 - Factory Installed Hard Disk
 - High Speed DMA SCSI Controller - Can Handle 7 Devices

"I liked the A530 so much that I bought one"
CU-Amiga October '92 - 97%



SYS INFO CPU MIPS

% SPEED DIFFERENCE TO STANDARD A500



A530 40MHz 68030EC, 42Mb HD, 1Mb RAM

PREVIOUS PRICE £499
£399
INC VAT - HAR 0962

40MHz, 80Mb HD, 1Mb RAM PREVIOUS PRICE £599 **£499** INC VAT - HAR 0968
40MHz, 120Mb HD, 1Mb RAM PREVIOUS PRICE £699 **£599** INC VAT - HAR 0974

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND



SILICA - THE AMIGA SPECIALISTS

Before you decide when to buy your Amiga peripherals, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after buying them, when you may require help and advice with your new purchase. And, will the company you buy from contact you with details of new products? Our unvarnished experience and expertise, we can now meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

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- **PRICE MATCH:** We match competitors on a "Same product - Same price" basis.
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- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts are available. Tel: 081-309 0888.



HOT LINE 081-309 1111

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Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening
LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening
LONDON SHOP: Selfridges (Basement Arena), Oxford Street, London, W1A 1AB
Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday - 8pm
SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm
ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA
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Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 9pm

Tel: 081-309 1111
Fax No: 081-308 0608
Tel: 071-580 4000
Fax No: 071-323 4737
Tel: 071-629 1234
Extension: 3914
Tel: 081-302 8811
Fax No: 081-309 0017
Tel: 0702 468039
Fax No: 0702 468039
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Fax No: 0473 287762

To: Silica, AMFOR-1293-120, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
PLEASE SEND ME A GVP COLOUR BROCHURE

Mr/Mrs/Miss/Ms: Initials: Surname:

Company Name (if applicable):

Address:

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own? 120A

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

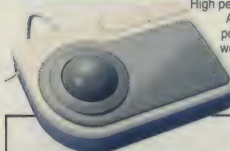
TRUEMOUSE

300dpi
RESOLUTION

WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, now with a 300dpi resolution. Amazing new price!

£14.99 SATISFACTION
GUARANTEED

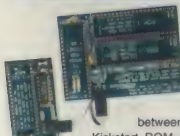
TRACKBALL



High performance trackball, directly compatible to any Amiga or Atari ST. Plugs into mouse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using this Trackball! Full one-handed control. Top quality opto-mechanical design, giving high speed and accuracy every time. No driver software needed!

ONLY £29.95

A500 ROM SWITCHER



SWITCHING BETWEEN VERSIONS OF KICKSTART ON YOUR A500 IS EASY WITH OUR NEW ROM SWITCHER!

You can improve software compatibility on your A500 Plus! By fitting our ROM switcher, you can alternate between the Kickstart 2 already resident and another version of Kickstart ROM chip, giving you the freedom of choice. Fitting is very simple indeed, and requires no soldering or special technical knowledge. Fitting allows two methods of switching: either by keyboard reset, or by an external toggle switch. **N.B. Kickstart ROM not supplied. A500 Revision 5 boards will require circuit modification.**

ONLY £24.95

Kickstart 1.3 ROM supplied separately.....only £29.95
Kickstart 2.0 ROM supplied separately.....only £39.95
A500 Revision 5 PCB Circuit Modification Service.....£29.95

ZY-FI Amplified Stereo Speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS!



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction to the full with this new design twin speaker system! Incorporates a built-in amplifier with separate adjustable volume controls for each speaker unit.

Speaker Dimensions 160x95x105mm (HxWxD)

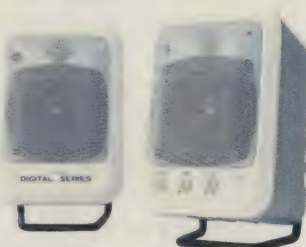
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ZY-FI PRO SPEAKERS

EXPERIENCE NEW LEVELS OF AUDIO PERFORMANCE WITH THIS NEW PROFESSIONAL TWIN SPEAKER SYSTEM.

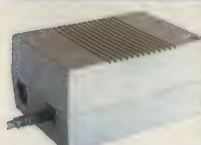
Following the success of the ZY-FI, these versatile, power amplified, speakers faithfully reproduce a rich expressive sound for the discerning Amiga user.

Features 15W/channel, built-in power amplifier with volume control, bass/treble controls, and detachable stands. Speaker Dimensions 200x140x130mm (HxWxD)



ONLY £59.95

REPLACEMENT POWER SUPPLIES



Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY £39.95

Replacement Power Supply for A590 Hard Disk.....£49.95

ACCESSORIES

Virus Protector fits to last drive in system, protecting all drives.....£6.95
Amiga 500 Dust Cover.....£4.95
Amiga 600 Dust Cover.....£4.95

R A500 HARD DISKS

Reference All the features...without the price

AMIGA
March 1983 FORMAT

Verdict 84%

"Very attractive indeed - you get a good deal for a decent drive."

★ SCSI HARD DISK MECHANISMS for optimum performance, fast Access Time & Autoparking

★ Includes its own DEDICATED PSU. CBM recommends against use of Hard Disks without independent power supply.

★ Option for up to 4MB additional easy RAM EXPANSION, using 'SIMMS'

★ COOL..... by popular demand, we have fitted a Cooling Fan!

★ GAME SWITCH allows Games to be loaded without disconnection

★ Includes SCSI THROUGHPORT at rear for further expansion

★ Compatible With Reference Add-On Hard Drive and Reference RAM unit

★ High quality metal casing, colour and style matched to the Amiga 500

★ Includes 'HD Setup 3' (external SCSI low level format and partition utility) and 'HBACKUP PRO' (backup utility)

40Mb MODEL
NOW ONLY
£219

100Mb MODEL
NOW ONLY
£299

2Mb RAM Version: ADD £70.50
4Mb RAM Version: ADD £141.00

R A500 RAM UNIT

Reference



Incorporating the latest 'ZIP' DRAM technology, our External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.

N.B. Any memory fitted to this unit is in addition to that on your machine already, to a maximum of 8Mb on the external unit.

- ★ RAM access LED
- ★ RAM test/run switch
- ★ Uses 1Mb 4-bit ZIPS
- ★ Style matched to the A500
- ★ Very low power consumption
- ★ Throughport for further expansion
- ★ Compatible with A590 and most other SCSI Hard Drives (please call to check)
- ★ Optional PSU (allows Amiga to power other devices)
- ★ Available fitted with 2Mb, 4Mb, or fully populated with 8Mb

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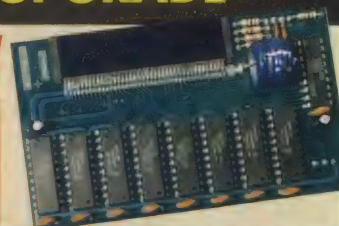
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Losing your mind can be an unfortunate thing, but losing your data is altogether more serious. Nick Veitch looks at how to minimise the risks and maximise your chances.

When the WORST HAPPENS

TERRIBLE THINGS CAN happen to your lovely data when you are least expecting it. It is one of the unwritten rules of the universe that this will always happen with your most important file at some crucial stage when you don't have a copy of it anywhere else.

The classic situation I remember is a 45K text document which was being saved to disk just as a power cut occurred. Because the file was overwriting the previously saved version (which was autosaving every 10 minutes) the original was lost and only a fragment of its replacement saved before the crash. The result was about eight hours of work lost.

There are some situations that you can do nothing about. A direct hit with a thermonuclear warhead would strain even the most secure data protection system. But you can take precautions. Everybody should know by now that it is a bad idea to leave disks in places where they may be susceptible to magnetic or heat damage. Leaving them in your shirt pocket when you put it in the laundry is a bad idea too. There are other precautions you can take.

Many word-processors have an option to save back-up files. This usually works by

renaming the original file with a ".bak" extension before saving a new version. This means that if you lose the new version, you will always have the previous one to fall back on. If you are used to typing for hours without saving, it is a habit worth breaking. Saving files regularly is a good idea, as is never deleting anything until you are sure you don't need it any more.

Of course, the real solution is to always keep back-ups of your disks. With AmigaDOS floppy disks this is simply a matter of using Workbench to duplicate the disk (if you are not sure how to do this check out the Coverdisk pages).

With a non AmigaDOS disk things become slightly more complicated. In this case you need to get hold of some duplication software, such as *X-Copy*.

Hard drives pose a bit more of a problem. It is unlikely that you would want to diskcopy a complete hard drive. Having a spare hard drive for back-ups is a very expensive option, so most people prefer to back up to floppies.

To do this you will need a back-up utility. These programs take the data from your hard drive and store it, either selec-

FILE SYSTEMS

There is more than one way to store data on your disks. The original file system (OFS) was a completely reasonable and logical way of storing data on floppy disk, but when it came to larger devices, such as hard drives, it was terribly inefficient.

A new file system was developed, called FastFileSystem (FFS) which handled the links between directories and files in a more streamlined (and slightly less wasteful) way. From Workbench 2.0 onwards it is possible to format Amiga floppy disks in FFS too. Interestingly this results in a drop in speed from about 23K/second to about 22K/second, although it does mean you can cram an extra 41K on to the disk.

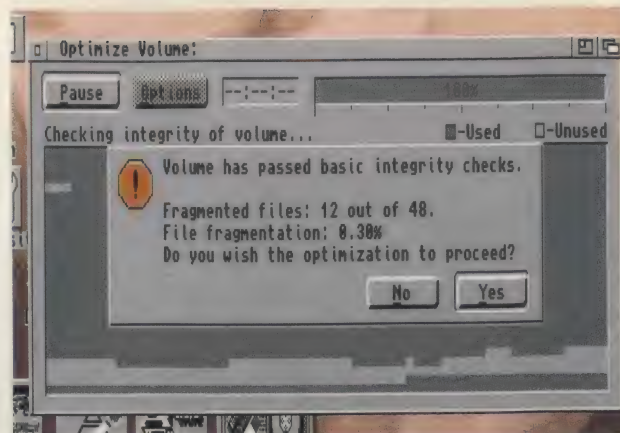
With Workbench 3.0 we have been treated to a few new filing systems. The first is International Mode, which is an addendum to either an FFS or OFS for-

mat. This simply enables the use of special accented characters in file and directory names and does not affect the speed of disk access, but it does take up another 2K of disk space.

The last filing system is directory cache (which again can be based on an OFS or FFS basic format). This dramatically speeds up directory access on hard and floppy drives by using a memory cache for header blocks.

Some of these new filing systems would be quite useful, were it not for the fact that they will not work on Workbench 1.3, which many Amiga users are still running.

The important point about file systems is that the one you use needs to be recognised by whatever recovery utility you are using, otherwise you may just make things worse.



Quarterback Tools (original and De Luxe versions) can not only fix your disks, but can also optimise them for faster access.



This Wang tapestreamer is a fast and efficient way of backing up large amounts of data. DAT tapes are cheap, but the drives are pricey.

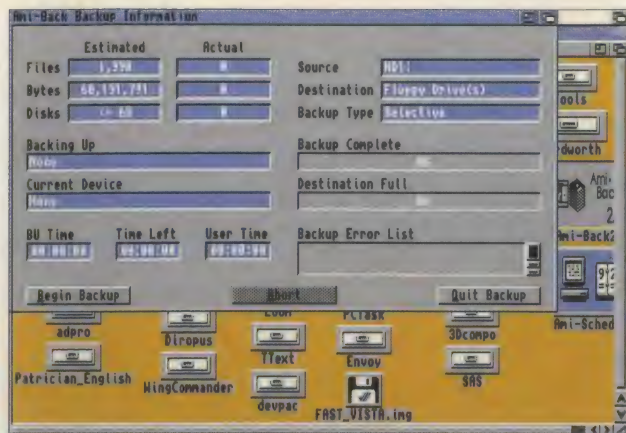
tively or in its entirety, on a series of floppy disks. The most popular software for doing this at the moment is *Quarterback* from Central Coast Software, but a rival package, *AmiBack* from Moonlighter Software is gaining ground.

Both are very similar and support a variety of back-up devices. Data can be compressed as it is archived, which may take slightly longer but also means you use up fewer disks (a 160Mb hard drive full of data would require 200 floppy disks if it was uncompressed).

Every Amiga file has a number of 'protection' bits associated with it. These tell AmigaDOS whether the file is executable, readable, deletable and so on. One of these bits is a flag to tell the operating system whether the file has been archived or not. This is very useful for backing up data,



The Amiga Format Gold-winning Video Backup System is an effective if rather unorthodox method of securing your data.



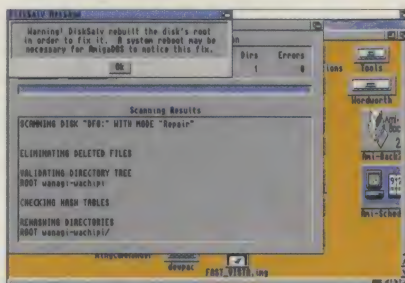
Ami Back is almost identical to Quarterback in terms of features, but some people find the interface easier to use.



AmiBack includes a scheduler to automatically remind you when to back up your devices.



DiskSalve is well worth having if you can't afford the commercial packages.



Another problem is spotted and sorted out before it causes too much damage.

bitmap file on the disk no longer contains a true representation of which blocks on the disks are occupied, usually as a result of a software failure during a disk operation. SCSI devices running with Workbench 2 or up can repair minor errors themselves, but this is not a terribly difficult thing for any of the salvage programs mentioned here to solve.

A slightly more serious error is a checksum error. The checksum is a piece of data that accompanies every block of data on the disk. Essentially it is a number derived from the information in that block, so that when the block is read, if the checksum doesn't tally with the information received, AmigaDOS knows that there is either an error in the data or an error in the checksum.

If there is an error in the data, that particular block may be lost, but any salvage program can save the rest of the file and the rest of the data on the disk. Probably the most common problem these utilities are called upon to fix is not a disk error at all, but human error - the old "I didn't really mean to delete that" problem. Fortunately when you delete a file from a DOS disk, the directory entry is removed and the bitmap is changed to mark those blocks available again.

All that the recovery program has to do is scan the disk to find the file header and re-write the directory and bitmap information. Files may be permanently lost if data is saved to the disk after the delete took place.

The hardest error to fix is one caused by physical damage (scratches on the disk surface). In these cases the salvage program will try to read what it can, but the disk itself is bad and should not be used again. Throw it away now.

There are many problems that can result from damage to directory links and file-headers, but rest assured that if the data is on a disk, the utilities shown here are your best chance of recovering it.

BACK-UP SYSTEMS

Quarterback 5.0

Probably the most widely used back-up system, now up to version 5.0. It is a wonder that Commodore never tried to include it with Workbench. It can back up on to floppies, to a file or to a tapestreamer.

First Computer Centre (0532 319444) £40.99

AmiBack

The pretender to the crown. Contains all the useful features of *Quarterback*, but is a little easier to use. The standard back-up system also includes a limited file recovery program.

MicroPace (0753 551888) £44.99

Video Backup System

An alternative file back-up system, which stores data as a series of mono images direct from the Amiga to video tape. This works out as a cost effective alternative to a tapestreamer. Video Backup System was reviewed in issue 45 and for a golden 93 per cent.

Power Computing (0234 843388) £59.99

RECOVERY PROGRAMS

FixDisk

This excellent shareware utility can validate, undelete and even attempt to correct track errors on disks. Very reliable if a little slow.

17-Bit (0924 366982)

DiskSalve

A shareware program, written by Dave Haynie, who played no small part in the development of the Amiga. Slightly more effective than *FixDisk*, version 2.0 because it can deal with all the new file systems.

17-Bit (0924 366982)

AmiBack Tools

The companion to *AmiBack* can handle undelete, checksum, validation, physical errors and can even correct some virus damage. Very similar to *Quarterback Tools* except it gives the user more control over what is actually done about errors.

MicroPace (0753 551888) £44.99

QuarterBack Tools

The original, and in some ways still the best. *QuarterBack Tools* requires little user knowledge of disk operations and asks politely before it writes to your disk. If you haven't formatted your disk under the international or directory cached file systems, it is a better solution than the de luxe version.

First Computer Centre (0532 319444) £45.99

QuarterBack Tools De Luxe

A revamped edition of the old favourite, it proved to be a bit unreliable in some operations (see issue 52) but does support new filing systems and comes with a few extra goodies.

First Computer Centre (0532 319444) £69.99

THE STRUCTURE OF AN AMIGADOS DISK

There are three important areas on an AmigaDOS disk. The first of these is the boot block. If you have a disk editor, such as the one supplied with *QBTools DeLuxe* (reviewed last issue), you can take a look at the one on your copy of Workbench.

An AmigaDOS disk will always begin with blocks defining it as such. This is done by placing the ASCII values for the characters "DOS" at the start of the disk (this will vary depending on the exact filing system being used). In the case of a bootable disk, this is followed by a short piece of code which instructs the Amiga how to boot up from the current disk.

The root blocks occupy the two blocks at the very centre of the floppy, blocks 880 and 881. The first contains directory information about the disk, defining the structure in which files will be stored. The second block contains the bitmap information for the disk, which is simply a little map, with one bit for each block on the disk. If a block is in use, the bit is set to false (a zero value) indicating to AmigaDOS that it is taken.

If any of these critical blocks gets damaged you are in serious trouble, unless you have one of the salvage programs discussed here.

*DP111 needs 2MB for animation on HD models.

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FOOTBALL TACTICIAN 2

New 93/94 version sets even higher standards and breaks more records.

Firmly established as the definitive football strategy game, FOOTBALL TACTICIAN 2 is now available in three superb versions: FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. FT2 SCOTLAND the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. FT2 ITALIA with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league! Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge? Try FOOTBALL TACTICIAN 2 for the ultimate football experience!

What makes Football Tactician 2 so special?

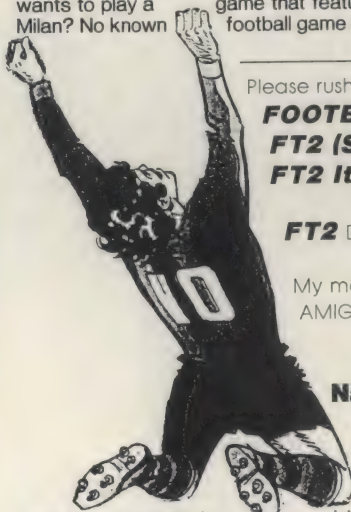
- * Biggest ever multi-user system: up to 46 users! (who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
- * First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation or mark players.
- * Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, playing positions, fitness, morale and market valuation.
- * Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out.
- * Professional recording: 36 matches always recorded IN FULL for full-scale replay.
- * First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.
- * Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.
- * Most accurate editor: built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.
- * 16 different tactics from rough play to offside-trap adjustable throughout the match. You manage your side before AND during the match.
- * Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

- * FA Premier League and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
- * Man of the Match. Player of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
- * Easy selection of penalty takers, free-kick takers, wingers, captains, ball winners, play-makers, overlapping full backs, reserves, substitutes...
- * Unique database-type search facility to locate any player in the league.
- * Full-scale printing facilities: highly suitable for Play-by-Mail.
- * Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue. Plus mid-week transfer and fitness news.
- * Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A, or Forest in the Premier League? Who wants to play a game that features Eric Cantona at Leeds or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



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FOOTBALL TACTICIAN 2 £22.95 ☐
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RPaint

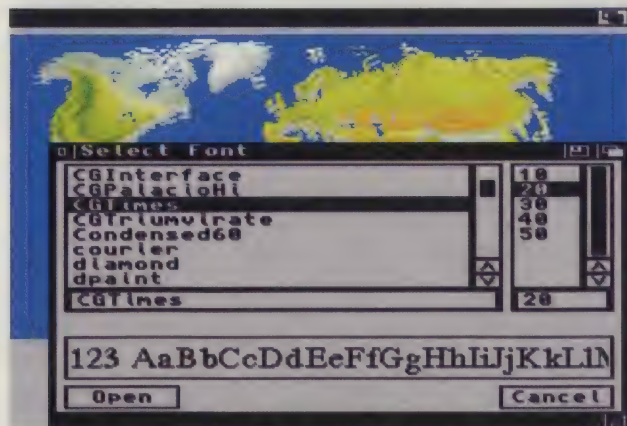
Just another art package, or an invaluable new tool? Nick Veitch is the man at the easel...



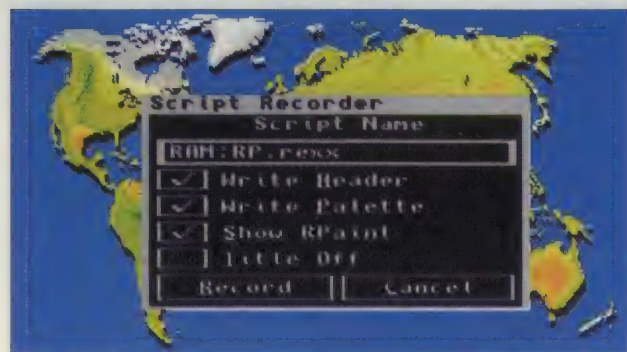
The drawing tools menu is not terribly big, but size isn't important.



A zoom function which works and is reasonably fast – at last!



Fonts are supported, including Compugraphic scalable fonts via Workbench.



Recording your own scripts is a very simple matter.

WHEN YOU BOUGHT your Amiga it probably came with an art package, and even if it didn't, you've probably bought *DPaint* by now, anyway. So why should you need more software to do the same job? Well, *RPaint* does a different one.

If you were disappointed with *DPaint*'s lack of image processing controls, you may have graduated to *Art Department Pro* or *ImageFX*, or even splashed out on Cloanto's *Personal Paint*. But there is one other area in which *DPaint*, and indeed every other mouse-driven paint program is lacking – none have an ARExx port. This means you can't use ARExx, a versatile programming language, which most pieces of application software produced for the Amiga in the last year has included an interface port for.

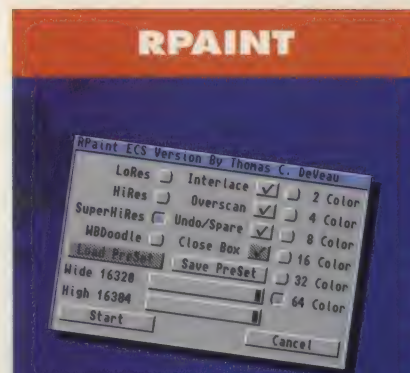
ARExx is a language which not only performs normal programming tasks, but it can also be used to transfer data between applications and control others. And this is where *RPaint* comes in – every drawing action in *RPaint* can also be performed by an ARExx script. That is the whole point of it.

Not only that, but *RPaint* also has a macro recording facility, so that you can record a series of paint actions and *RPaint* will create a script of ARExx commands to perform those actions. The scripts can then be run via the Shell using the RX operator. If desired, the scripts can locate and run *RPaint* itself. No real knowledge of ARExx programming is required, but of course that is not the point.

RPaint can open a variety of different screens, including Super Hi-res and a Workbench screen with up to 64 colours. This means it supports full ECS modes, but not AGA or HAM ones, although it will run perfectly well on an AGA machine. *RPaint* can even open oversized image areas to a resolution of 16320 x 16440, if you happen to have 15Mb of Chip RAM.

The painting tools are rather primitive with basic line, ellipse, rectangle and fill operations and a brush function. So what is the point of it? Well, as a fully compatible ARExx program it is able to communicate with other tasks. This means other software, or even your ARExx tasks, can use *RPaint* as an external graphics output. You could make scripts so your ARExx spreadsheet could generate its own graphs, you could link your ARExx statistics program to plot points, or you could even automate some image cropping functions using the Brush and Segment operators.

RPaint also includes a GetPixel function, so you can even load pictures and perform other operations, based on the presence or absence of particular pixels, such as decoding satellite pictures. *RPaint* is not a replacement for your current paint program, but it is a brave step forward in the fight for global ARExx acceptance.



DESCRIPTION

ARExx driven paint program

MANUFACTURER

Megagem, 1903 Adria, Santa Maria, California 93454, USA

DISTRIBUTOR

Megagem (0101 805 349 1104) or MicroPace (0753 551888)

PRICE

\$86.95 (inc postage)

RELEASE

Out Now

SPEED

Pretty fast – gives *DPaint* a run for its money.

MANUAL

A bit short, but well-written with full details of ARExx commands.

ACCESSIBILITY

You could use it without instructions, but you'll need to learn ARExx.

FEATURES

The painting tools are a bit primitive, but are quite useable.

VALUE

A bit pricey, but if you're prepared to wait – order it from the UK.

VERDICT

“ Although it's an essential tool for ARExx programmers, the merits to other users are dubious. Perhaps the next version will offer more tools and control. ”

64%

THIS PROGRAM IS the reason I'm editor of *Amiga Format*. Strange but true. If I had never needed this program I would never have bought my first A500 way back in 1988. And if that had never happened, I would never have applied for a job on *AF*.

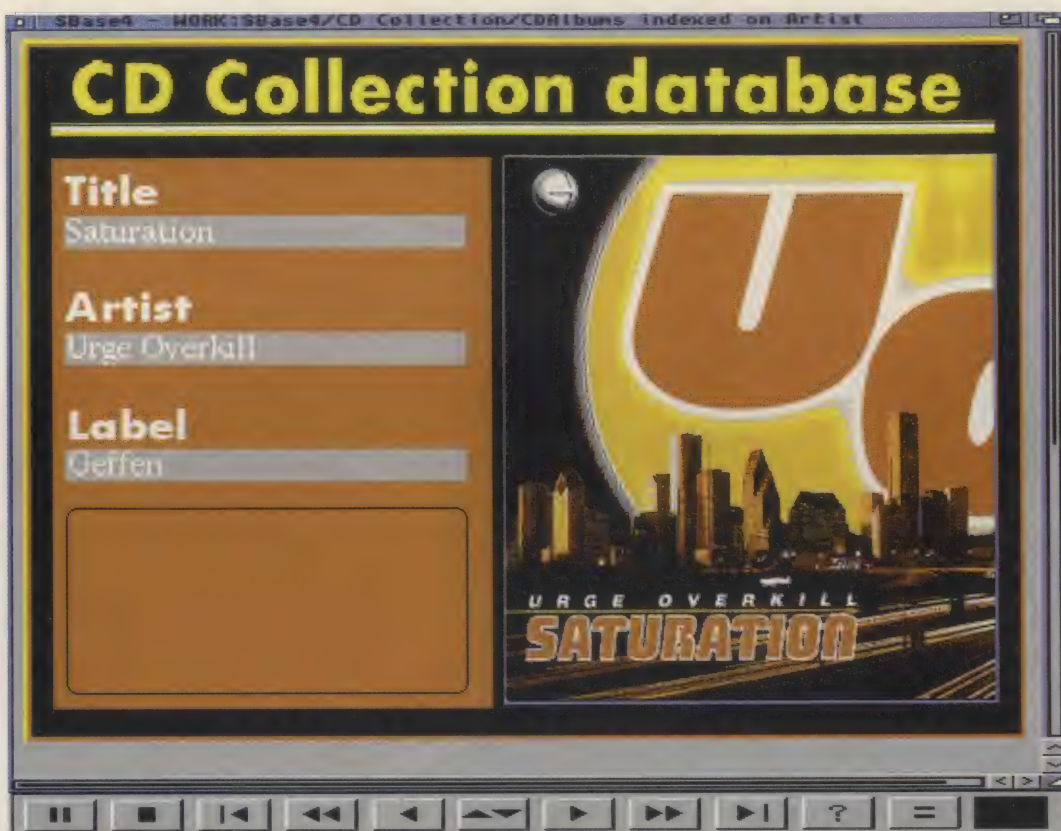
It was simply that my record collection had gotten too big. I had reached the embarrassing phase of going out and buying records I already owned. The Stones' *Sticky Fingers* (in zipper sleeve, £3 at a car boot sale) was first, but more soon followed. The obvious answer was a handy printout of all the records I owned, indexed in artist order. A quick flick through the first few of issues of *ST Amiga Format* convinced me that both machines had the power to do what I needed, but the Amiga had better games.

So off I went to my local dealer, and after explaining my dilemma, he immediately recommended *Superbase Personal*, which was heavily discounted at a bargain £60. A few days later a copy of *Superbase* arrived at my house and my Amiga odyssey had begun.

Imagine how surprised I was, five years later, to open up and install *SBase Personal 4* to find that very little has changed. The box is nicer (it counts to some people) and the manual is much more comprehensive and professional.

The package spans two disks instead of one, and this time it includes a hard disk install program. Sure, the look has been upgraded to Workbench 2 style 3D buttons, gadgets and requester, but the interface is exactly the same. This time though, AGA modes are supported.

Nevertheless, *SBase Personal 4* is a slick and powerful program. The features sheet shows a whole host of improvements which it has accrued over the years since Version One appeared in 1986. Possibly the most



The Form View is by far the most attractive way of accessing data stored in an *SBase* file (unless of course your form is as foul as ours). The control panel at the bottom allows the user to flick forward and backwards through the cards one at a time or on Fast Forward. The '?' enables a search on Key Fields, to go directly to the record you wish to see.

SBase 4 PERSONAL

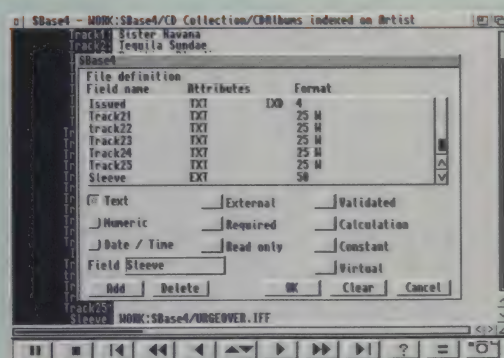
The Superbase databases are one of the Amiga's longest running ranges of programs, challenged only by PageSetter and DPaint for longevity. Now renamed *SBase*, and in a new version, can the latest incarnation live up to the standards of its predecessors? Marcus Dyson gets his hands on *SBase 4*.

SBase... the final frontend!

Superbase's power is very easily accessed. Data is entered in the Primary Work Surface area, which is the SBase equivalent of the Workbench, and takes the form of an intuition window. Once data is entered and stored it can be scrolled through, and viewed using the video recorder style control panel which occupies its own window.

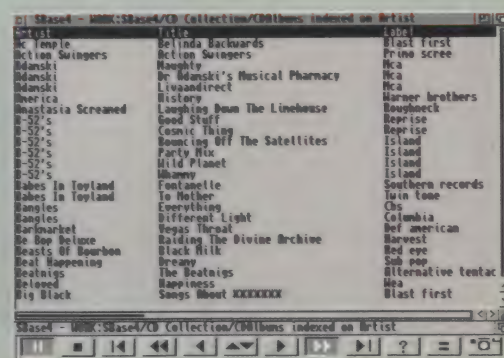
Beneath this there are a number of powerful features on what Oxxi describe as the Secondary Database Management Surface. This jargon-laden name refers to *SBase's* ability to export and import data from other databases (even on remote machines, using the Comms option), query other files, perform global updates and produce reports. All very impressive stuff, aimed primarily at the semi-professional market.

But none of this concealed power makes *SBase 4* any more difficult to get started with, it's as easy as this...



1 The first step is the definition of your record's fields. This is very important, and it is worth considering your requirements seriously, on paper, before you begin entering parameters into the machine. Although, should you make a mistake, you can always delete your set-up and start again.

You must also decide what field you want your database to be indexed on, otherwise the package won't be able to put the data in order, and you won't be able to retrieve it.



2 Once you have designed your record and defined the fields, it's time to start entering data. This is the really tedious bit of databasing. If you can bribe your little sister or brother into doing it, do!

SBase has many features designed to make data entry easier, such as automatic word capitalisation, but some of them are restricting. Fortunately *SBase's* system is very forgiving, and any errors you make during data entry can be corrected at any point in the future.

important of these is the Form Designer. It was previously possible to include pictures in *Superbase* files, but only as an External File in their own intuition windows. Now pictures can be integral parts of documents if you use the Form View.

Another significant new feature is the ability to store sound files as part of a record. This is especially good for CD indexing, which is what I'm using my *SBase 4* for. Also new is the Comms section of the program, which allows you to transmit and receive files via a modem while still in *Superbase*.

This is a strange feature given the Amiga's multi-tasking nature. But it may be an artifact of *SBase*'s multi-platform origins. And on that subject, *SBase*'s files are transferable with any of the *Superbase* range of applications, on any platform.

The first part of creating any database is the data entry. It is this onerous task which gives databases their poor reputation for being boring. To begin this you must create your record, defining the fields, field lengths, types and so on. *SBase* has great flexibility here, the number of fields in your database is limited only by your available RAM. Once you have defined your record, you can begin data entry, and this is where the first of *SBase*'s failings show up.

After entering the last field of a record and pressing return *SBase* asks if you wish to save the record. Pressing Yes affirms and the record is saved to disk. Then *SBase* puts up a requester asking if you wish to keep entering data. The thing is that occasionally this requester fails to appear.

The problem is a small one, and easily overcome by using the right Amiga and N key combination. But it niggles none the less, especially since entering large amounts of data is such a mechanistic task. You really want to get into a steady rhythm, without intermittent hassles like this.

The record definition window has several features designed to make data entry easier, but these can hinder rather than help. The Capitalise Field and Capitalise Words options are very nice for names and titles, but both options are exclusive. If you ask it to capitalise words, it will, but it won't let you add your own capitals, so computer words like MicroProse sim-

ply can't be done. If you place something in brackets, it takes the bracket to be the first character of a word, so you have to leave a space if you wish the first word in brackets to be capitalised.

This time saver is best ignored, which is all very well if you realise this before you start entering your data. If, on the other hand, you discover it half way through your data entry, you can go back and edit your record definition, but this doesn't affect records already entered. If you decide to add more fields to your records, it is easily done, but new fields always follow those already established, so they can't be inserted half way through a record.

This can be corrected in Form View. Indeed, Form View is the best way of displaying data and interfacing with databases. All of *SBase*'s power can be accessed through the more utilitarian views, in fact they are ideal for day to day database management. But if you want to present your data in a more accessible and attractive manner, the Form Designer is a boon.

The Form Designer section of *SBase 4* not only allows attractive presentation of the database's information, it also makes for interactive data retrieval. Using Form Designer to create a frontend to your database makes the application far more accessible. You can also limit the number of fields which are displayed in the form, so sensitive information, or boring fields used merely for indexing, can be omitted.

When I first loaded *SBase 4 Personal* and saw the familiar controls, I was disappointed. It looked like little had changed in five years. But after a couple of hours use I began to delight in the old warhorse's ease of use, and new powerful features. Richard Baguley didn't want to review this: "Databases aren't very interesting," was his reason for turning it down. When I see my CD collection flash before me, displaying a scan of each cover and playing a snippet of each track, I have to disagree with him.

SBase Personal 4 is such a powerful and flexible database management system, it is difficult to see who might need the even more powerful, and more expensive Professional version. Considering that it works with a 512K single floppy machine, only the price (and the Form Designer) stop it getting Format Gold.

SBASE4 PERSONAL



DESCRIPTION

Database Management System

MANUFACTURER

OXXI Inc

DISTRIBUTOR

Meridian 081-543 3500

PRICE

£149.95

RELEASE

Out now

SPEED

★★★★

Normal functions are lightning fast, re-organising a file isn't.

MANUAL

★★★★★

Excellent! No other word would do justice to this large tome.

ACCESSIBILITY

★★★

The VCR controls are easy, but the Form Designer is baffling.

FEATURES

★★★★★

I can't think of any extra features the enthusiast could want.

VALUE

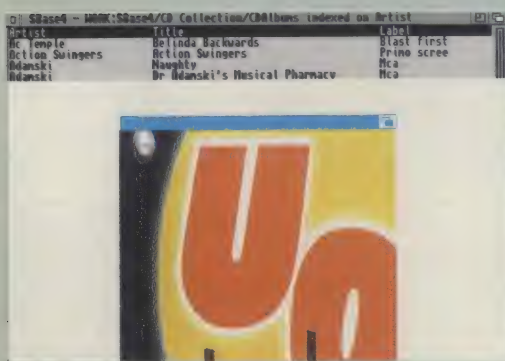
★★★

Expensive, but very good. This much power isn't ever cheap.

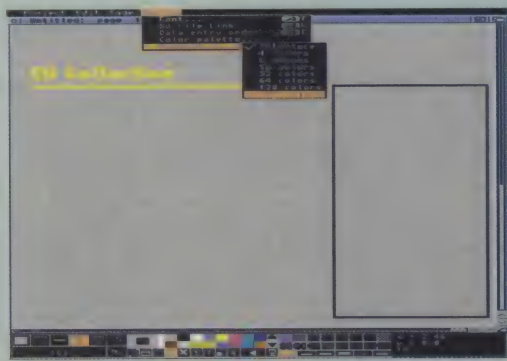
VERDICT

" Accessible, flexible and powerful. This really is a superb item of software. If only it were a little cheaper, and had a decent Form Designer interface... "

89%



3 Pictures and sounds (or samples) can be incorporated into *SBase* files. They take the form of External Fields, which are defined when you create your record. These are Text Fields, into which you put the path of the file you want to be displayed (or played in the case of samples). Pictures displayed in this way are displayed in their own intuition windows, as shown above. If you want to truly integrate them you must use the Form Designer.



4 After all that keyboard tapping comes the artistic bit. The Form Designer is where you can apply your talents to make your data look nice. A well-designed form makes the data much more accessible.

The Form Designer operates in a fashion somewhere between that of a paint program and a DTP package. *SBase*'s Form Designer is powerful, but not very intuitive. The icons are awful, but the manual explains their uses well.



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- U177...Star Charts
- U179...180...Dice (2)
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- U186-206...Track Ins 10-30
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- U263...Med 3.21
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- U275...600 Business Letters
- U279...Invoice Printer
- U280...Woman V2.02D
- U283...Headline Fonts
- U289...Amos Updater
- U290...Kickstart 2.04
- U292...Black Tiger Utils 1
- U293...Black Tiger Utils 2
- U294...Text Engine V4.0
- U295...Game Tamer
- U296...Ultimate Disk Crea
- U297...10 PD Copiers
- U298...Protracker V3.0

GAMES

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- G2...Games Comp 5
- G3...Dizzy Lizzy
- G4...Scum Haters
- G5...Parachute Joust
- G6...Frantic Freddie
- G8...Twintris
- G9...Pseudo Cop
- G10...Drip
- G11...Bug Bash
- G12...Asteroids
- G13...Llamatron
- G14...Escape From Jovi
- G15...Moria Adventure
- G16...Ground Attack
- G17...Megaball
- G18...Insiders Club
- G19...Various Adventures
- G20...Battleforce
- G22...Dragon Cave
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- G27...The Tennis Game
- G28...Flashbier
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- G31...7-Tiles
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- G132...Peters Quest
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- G189-193...Timelords 1-5
- G194...Nirvana
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- G199...Tetren
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- G201...Dr Mario
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- G210...The Golden Fleece
- G211...Legend Of Lothian

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- S5...MovieStar Slides
- S6...Party Disaster
- S8...Immaculate Collection
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- S12...Bruce Lee Slides
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- S15...Viz Mag Slides
- S16...Boris 13
- S17...Clocklands Jarre
- S18...Dr Who Demo
- S19...Napalm Death
- S20...Nasa Slides
- S21...Exodus 30 Slides
- S22-24...WWF Slides (3)
- S26...Cascade Demo
- S27...Demons Slides
- S28...Total Recall
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- S54...Trackmaster Slides
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- S58...Hellraiser Slides
- S59...Night Breed Slides
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- A100...Dolphin Dreams
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- S75...Ferrari 348 Pics
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- S82-83...Terminator 2 (2)
- S84...Fantasy Pics
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- S86...Magical Pics
- S88...Gulf War Tribute
- S89-90...S/Thing Fishy (2)
- S91...Eldorado Slides

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- A6...Basketball Demo
- A9...Magician 2
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- A11...Luxor Teenager
- A12...Juggler Demo
- A16...Cool Cougar
- A17...Mono Cycle Anim
- A18...Robocop Anim
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- A22...Shuttlecock Anim
- A23...T-Pot Anim
- A27...Fleet Manoeuvre
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- A79...Dart Anim
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- A81...Holiday Anim
- A82...Filled The Fish
- A83...The Boings
- A84...Clothes Peg
- A85...Miners Anim
- A86...Pocket Watch Anim
- A90-93...The Movies 2 (4)
- A95...My Tin Toy
- A96...T-Pot 2 Anim
- A99...Terminator 3

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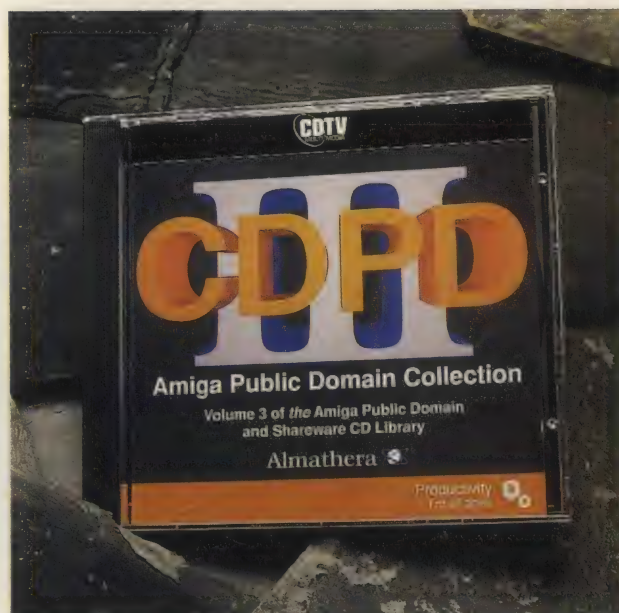
Some people may be overwhelmed at the thought of 600Mb of files, but Richard Baguley can easily cope with the latest offering on Compact Disc from Almathera systems.

THIS IS A big CD. Not in the physical sense, as it's the same 5.25-inch diameter as the rest of them. But if you stick it in your CDTV, A570 or CD³² you gain access to a whole new digital world, filled with such wonders as the complete text of Herman Melville's epic book *Moby Dick*, a selection of DEM files for use in fractal landscape programs such as *Vista Pro* and *Scenery Animator*, and many more.

Almathera have been quietly producing some excellent CDs over the last few years, and this disc certainly won't do anything to tarnish their reputation. The other discs have had a specific theme, but this one is a bit more, erm, 'free form', with a wide array of files.

There is no specific subject and a compendious range of files have been included. CD³² compatibility is also an important factor, but fortunately Almathera have included three versions of Workbench (1.3, 2.1 and 3.0), which means that this disk will work on a CDTV, A570 CD add-on and CD³². When you boot up with this CD, it automatically detects what machine you are running on, and loads the appropriate version of Workbench. Neat huh?

Also included on the disc is the *ParNet* software, which enables you to link together two Amigas via a special lead con-



The Almathera Systems CDPD III is packed with all sorts of goodies from classic books to pictures of pigs, clip art and a whole host of fonts.

CDPD III

I've got absolutely no idea what this image is about, or of whom it is, but it's available in ECS, AGA and 24-bit modes on the CDPD III disc.



Among the compendious clip art section of the disk are some good animal images. A huge range of other images is also included.

nected to the parallel ports of both machines, so you can use a CDTV as if it were a CD drive attached to a newer Amiga such as an A1200 or A4000.

As you can see from the list on the left, this disc contains a fairly eclectic collection of both programs and files. Some might regard the books as a space filler, but they could be very useful for educational purposes. Likewise some may wonder about the usefulness of the images, which include such gems as the insides of a hard drive and Almathera programmer Seb jumping out of an aeroplane.

It's also true that some of the clip art is a bit ropy, with some decidedly dodgy digitised images, particularly in the weapons section. Despite these minor problems, £20 for this CD is extremely good value, even if you only end up using a few of the files.

CDPD III CONTENTS

This CD contains a bewildering variety of files. Here's a quick rundown of how much of each type of file is on the disc.

BBS - 63Mb of ready compressed Fred Fish disks, ready archived for use on a Bulletin Board System.

BOOKS - Hundreds of Public Domain books in ASCII format, ranging from Aesop to Wilde via *The Bible* and *The Egyptian Book Of The Dead*.

CLIP ART - 12.1Mb of black and white clip art on subjects ranging from animals to people.

FONTS - 5.2Mb of Compugraphic, Postscript and Amiga bitmap fonts to add style to your DTP.

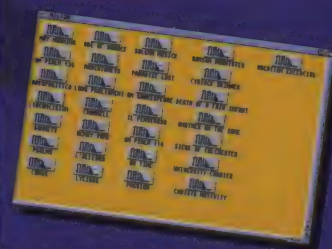
FISH - Fred Fish disks number 761 to 890. A collection from this famous library in a ready-to-run format.

IMAGES - 128Mb of 24-bit, AGA and HAM images ready for use in DTP or image processing programs.

PD - 135Mb of PD programs on subjects ranging from AGA utilities to virus checkers.

VISTA - More than 30 *Vista* DEM files of various areas of the United States, including Honolulu and the Indian Hills.

CDPD III



DESCRIPTION

Public Domain Compact Disc

MANUFACTURER

Almathera Systems

DISTRIBUTOR

Almathera Systems 081-683 6418

PRICE

£19.95

RELEASE

Out now

ACCESSIBILITY

Versions 1.3, 2.1 and 3 of Workbench are included on the disc, so you can just shove it in your drive and go. Also included is the *ParNet* software, so you can connect two machines together.

CONTENT

Plenty of variety, with files ranging from copyright free books to fonts to compilers, via Fred Fish disks, clip art and *Vista* files.

VALUE

600Mb of seriously useful stuff for only 20 quid can't be bad. Expect to see this CD soon on a BBS near you.

VERDICT

"A somewhat weird, and often intriguing, mixture of files, but it's a good source of clip art, and would be a good disc to stick on a Bulletin Board System. Good value."

85%

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Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

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Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

PAL or NTSC MODES SELECTABLE

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SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS

like Rename, Relabel, Copy, etc.

RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

JOYSTICK HANDLER

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER

From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

IMPROVED RAM EXPANSION SUPPORT

Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER

With the new "Diskcoder" option you can now "tag" your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

SET MAP

allows you to Load/Save/Edit a Keymap.

PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT

including compressed/small character command.

DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

FILE REQUESTER

if you enter a command without a filename, then a file requestor is displayed.

DISK COPY

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PLUS IMPROVED DEBUGGER COMMANDS

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REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

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MegaloSOUND

WITH ALL THE samplers that are already available for the Amiga, any newcomers to the field really have to push things further to make an impression. HiSoft are just about to venture into the field with *MegaloSound*, but does it have what's needed to catch people's attention? Well, it IS designed by AVR, who have built up a pretty decent reputation in the world of samplers (as long as you try to ignore the rather disappointing *Clarity 16*). Through a new deal, HiSoft have taken on new sampler products from AVR with an aim to produce quality releases worthy of the HiSoft brand.

The sampling hardware portion of the *MegaloSound* package is a tiny thing, only measuring about two inches square. On the back are left and right phono inputs along with a small input level adjustment knob. The software is on a single disk, containing the sampling program and a few bonus goodies (including a program to play stand-alone files directly from disk). The program can be installed to hard disk, but even after several attempts I couldn't get it to work on my A500 and GVP set-up. It worked fine on the A1200, though.

On first sight, the editing software is impressive, the menus fade in (and back out when you quit) – very slick. All the options are accessed by clicking on icons (for the main viewing and playback features) or labelled buttons (which house the other functions in their own menus).

Everything looks very smart, especially the large editing window and the tactile appearance of the buttons. The colourful backgrounds and cartoon-like buttons of some other systems at this price have gone, leaving you with a much more sleek and serious looking package – just

like a serious musician's tool ought to look, really.

Getting sounds into the program is a doddle. All the sampling and monitoring options are on a single panel, including the sample rate and time, so you don't have to swap between windows when recording and editing. The sound quality is superb (even as low as about 20kHz), being easily comparable to the best samplers on the Amiga – yes, even the dead expensive ones like *Audio Engineer Plus*. However, sampling at low rates gets a bit crackly (and some clicks creep in), but even these can be ironed out using the program's excellent smoothing and correction functions.

There are a few very useful little options, especially the direct to disk record function. However, it's hardly state of the

As yet another sampler hits the Amiga market, Maff Evans decides whether it is good enough to stand out from the already bustling crowd.

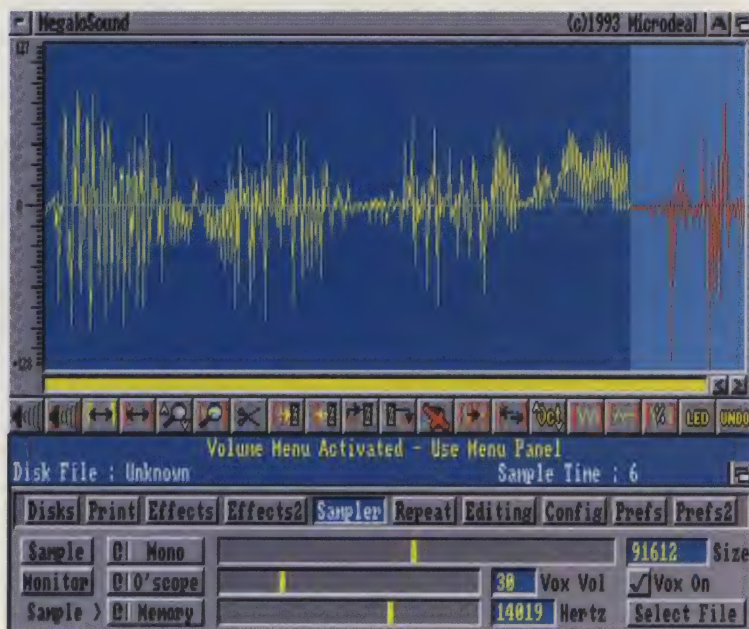
art 16-bit recording, so it's only useful for low-grade digital mastering... or just a laugh. Some of the functions go further than any other system, such as the fade in and out. These can be maximised, exponential, linear, bass boosted – you name it! If you want to produce hybrid or synth sounds, there's even a full editing panel for this. Waveforms can be called from samples or preset waves, making *MegaloSound* a pretty decent synth-sound creator as well.

Even if you can't find the exact function you want, there is an additional program on the disk called *Supersound*

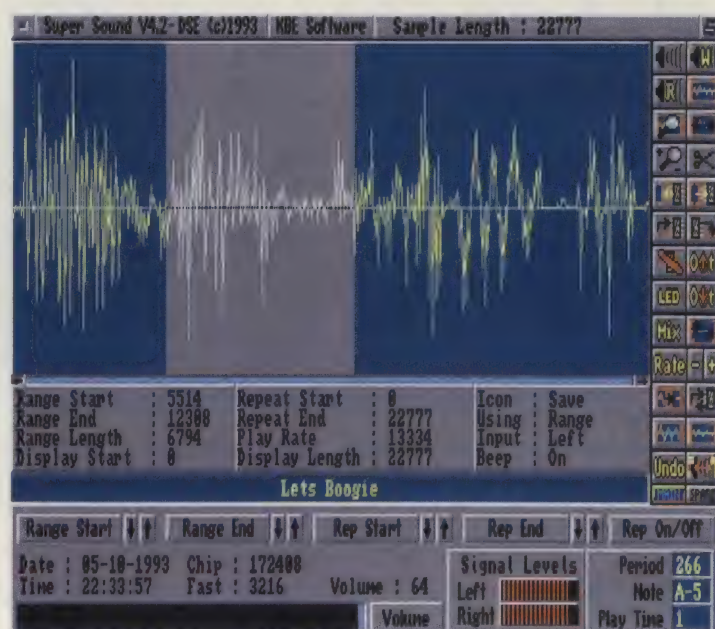
(which some people may already know). This contains dedicated editing functions for serious users.

The manual is dead smart – spiral-bound and everything – and leads you into things very well. There are a few tutorials for the very cerebrally challenged which are useful because some of the icons are obscure until you get the hang of things.

There are a couple of problems with the direct to disk recording options. One restriction is the rate at which sound can be recorded. Although *MegaloSound* can record up to very high rates, disk drives can have difficulty keeping up with the



The main *MegaloSound* screen, with the edit panel at the bottom enables you to record and edit your samples without closing anything first.



For the more advanced user, the package also contains the *Supersound* editing software for more precise control of sounds.



Megalosound offers not only direct-to-disk sampling, but also some of the best quality sampling hardware available on the Amiga.

of this price by a mile. When you think that you're only spending £35 for sounds of this clarity, who needs to spend hundreds on a bigger system?

Well, some people might. It really depends on what features you want to get out of a sampler. Those who just want to create sounds for use in other programs (whether it be programming, tracking or whatever) will love *Megalosound*. Game writers can use the RAW format, tracker fans can use multi-octave IFFs, and synth-sound users can create full instruments.

The editing functions are great too, especially the extensive envelope, mixing, fading and outboard-type effects such as reverb, chorus and the Dalek-like 'Metallic'. These are far more comprehensive than other samplers at this price.

However, if you want time-stretch and advanced looping functions, you'll have to spend a bit more money and go for *Audiomaster IV* instead.


Megalosound is a well-presented, great sounding and polished package. Some of

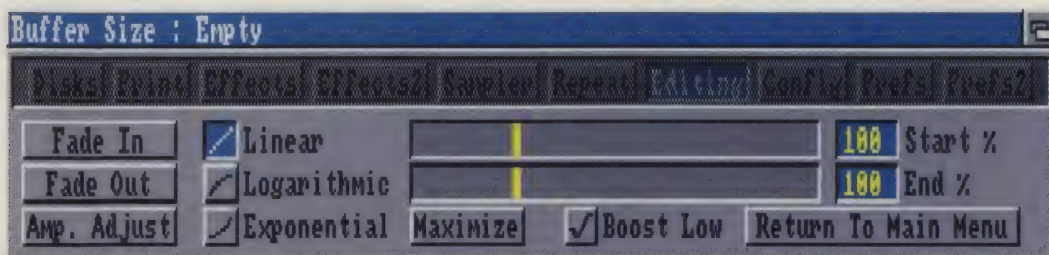
"Megalosound is a well-presented, great sounding and polished package... The sampling quality is very good when compared rate-for-rate to other packages, beating most samplers of this price by a mile."

speed of data transfer. For this reason you have to pull the sampling rate right down (about 14kHz on a GVP hard drive). On floppy you're even more limited. Not only is the space available smaller (obviously), but if you try and push the rate above 8kHz you're going to have problems. This makes floppy recording unviable – after all, who wants a floppy full of a crackly, indistinct sample?

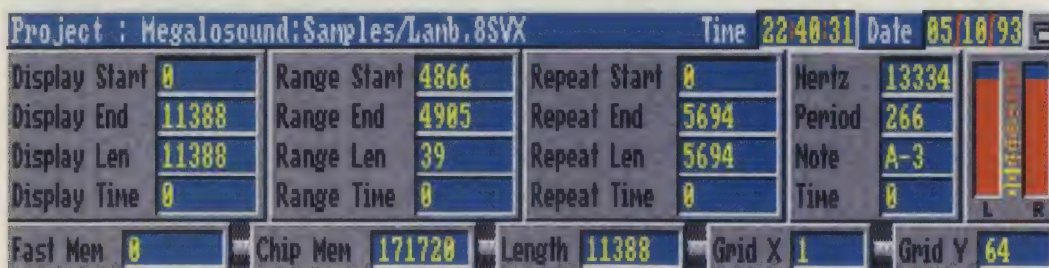
Despite this setback, *Megalosound* isn't half bad really. The sampling quality is very good when compared rate for rate to other packages, beating most samplers

the advanced features of the classic high-end sampling packages are missing and the built-in sample trackers found on something like GVP's *DSS8+* or *Technosound Turbo 2* have been dropped, but the tools that you do get are the best examples you'll find.

Although it may be cheap and the hardware may be considered a bit on the small side, *Megalosound* is very well presented. Its swish packaging and smart professional-looking manual belies its £35 price point, while it manages to pack an awful lot into a small, usable, good-sounding and cost effective package. 



Many sample programs just have a simple fade in and out option, but *Megalosound* goes a bit further with options such as linear, logarithmic and exponential fades.



An information panel can be called up to give you more detailed information, including marker points, volume meters and memory availability, which you can use to make your editing more precise.

MEGALOSOUND



DESCRIPTION

Sampling package

MANUFACTURER

Audio Visual Research

DISTRIBUTOR

HiSoft 0525 718181


PRICE

£34.95

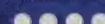
RELEASE

Out now


SPEED

Well fast on just about every one of its operations. 


MANUAL

Slick, comprehensive and explains things well. 


ACCESSIBILITY

Well presented on the whole, but some icons are a bit obscure. 

FEATURES

Packed with some extensive and well-designed editing functions. 

VALUE

Excellent value, especially compared to others of the same price. 

VERDICT

"Megalosound offers good sampling quality and very adequate software, especially at the price. One of the better sampling packages."

89%

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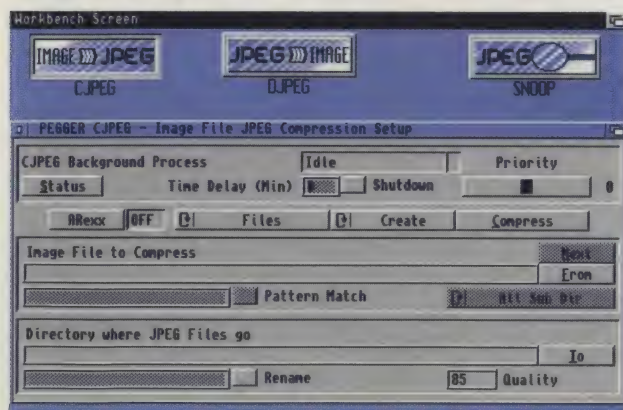
PEGGER

Hard disk space is precious and expensive, especially if you work with huge image files. But Pegger is a new program that promises all the compression you'll need. Richard Baguley puts it to work.

WHEN YOU'RE DEALING

with graphics, you can never have too much disk space, especially if you're using 24-bit images, which can easily take up a megabyte for each image. So what can you do? You can compress them using *LHA* or a similar utility, but then every time you want to look at them, you need to run another program to decompress them. But *Pegger* offers an alternative.

Pegger works by staying in memory and monitoring what is in a specific directory. If a program saves out a file to this directory, *Pegger* will then compress it using the JPEG (Joint Photographic Experts Group) method and delete the old file (it can be configured to keep the IFF file too).



You can use *Pegger* to compress individual files or batches of files, either immediately or at a later time.

PEGGER PERFORMANCE

This table shows the time penalty associated with *Pegger*. All of the tests were run on an A4000/030. The image used in these tests was a HAM-8 IFF file, with the JPEG quality set to the default of 85 per cent.

	WITH PEGGER	WITHOUT
Disk Space used	212160 bytes	456444 bytes
Loading time (DPaint IV)	126 sec	21 sec
Saving Time (DPaint IV)	126 sec*	15 sec

* *Pegger* is multitasking, so while saved files are being compressed, other programs can be running.



This picture began life as a 24-bit IFF file from the *CDPD III CD*. Part of it was then compressed as a JPEG, and the two bits recombined. Can you spot the join?

When you try to load in one of these files, *Pegger* steps in and decompresses the image into its original form. The theory is that the software 'thinks' it's loading a normal IFF file. In practice, *Pegger* will only work with HAM-8 and 24-bit images, so it's only useful if you do a lot of work with 16 million colour images. If you're not using an A1200 or A4000, you can't compress images from programs such as *DPaint*.

As the figures in the *Pegger* performance panel show, there is a penalty for saving space on your disk in terms of both time and image quality. As each file is compressed or decompressed, the program has to wait for this. If you're saving an image, *Pegger* can compress it in the background so you can be getting on with other things.

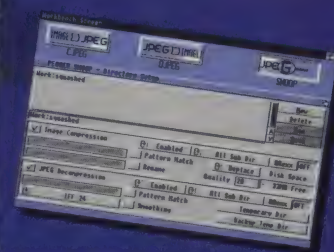
As you'd expect, the compression takes a fair amount of processing power, so this can slow down other operations. When you're loading a file, *Pegger* brings up a small window on the program screen informing you that the file is being decompressed. This is quicker than compressing the file, but can still take anything from a few seconds to a few minutes.

Compressing a file with *Pegger* will also have a certain cost in terms of image quality. The image quality can be determined as a percentage, and the lower the quality, the greater the amount of data compression. Even with a fairly high image quality, you can expect space savings of around 50 to 70 per cent.

Pegger is certainly a useful program, but only in a limited set of circumstances, such as when you're dealing with large numbers of 24-bit files in DTP. High-end paint programs such as *ImageFX* can already save and load JPEG images, so you don't need *Pegger* if you've got one of those. It would save a lot of disk space if you're working with programs which won't support JPEG, and could be useful for compressing texture maps used in ray-tracing programs.



PEGGER



DESCRIPTION

Background Image Compressor

MANUFACTURER

Express-Way Software

DISTRIBUTOR

Heifner Communications
0101 314 445 6163

PRICE

\$99

RELEASE

Out now

SPEED

Reasonable – doesn't add much to the loading and saving time.

MANUAL

Detailed and includes full info on *Pegger's* ARexx interface.

ACCESSIBILITY

Once it's running, it's invisible to the program loading files.

FEATURES

Support for other image formats would have made it more useful.

VALUE

Very little use unless you are heavily involved in true colour.

VERDICT

“ It could save a great deal of disk space, but there is a price to pay in terms of image quality. The lack of support for image formats other than HAM-8 and 24-bit is annoying. ”

70%

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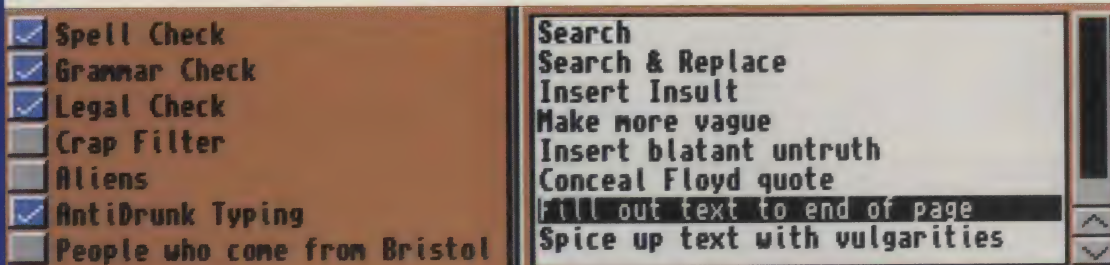
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HELM



Multimedia overboggle has become a way of life with many authoring packages on the Amiga. Nick Veitch takes a look at Eagle Tree's solution, which claims to finally put the user at the controls.



THE PERIOD

IT WAS the best of times, it was the worst of times, it was the age of wisdom, it was the age of foolishness, it was the epoch of belief, it was the epoch of incredulity, it was the season of Light, it was the season of Darkness, it was the spring of hope, it was the winter of despair, we had everything before us, we had nothing before us, we were all going direct to Heaven, we were all going direct the other way- in short, the period was so far like the present period, that some of its noisiest authorities insisted on its being received, for good or for evil, in the superlative degree of

MULTIMEDIA IS A funny word.

It means different things to different people. In fact, if you had taken a trip around this year's Multimedia Show, you would swear that it meant a different thing to every individual. As it stands on the Amiga, 'multimedia' authoring software tends to mean an authoring system which allows the user to combine sound, text, picture and animation data in a custom environment. The classic example of such software is probably Gold Disk's *Hyperbook*.

The first concern for such a piece of software is which different file types it supports. Obviously a multimedia package isn't going to be of much use if you can't actually load any data in to work with.

A customised word-processor is just one of the potential applications for Helm.



Helm supports standard IFF image files (up to AGA resolution bitplanes only) ANIM5 animation files, ASCII text and SMUS music files. It can also deal with MIDI data to control external sound sources. Obviously, in order to use this data you will need to link it to a screen object of some form or another.

There are several types of object which can be placed on the page. Buttons are simple rectangular objects which can be linked to scripts and actions, such as turning pages or displaying files. The actions can be one of a large range of built-in *Helm* functions, or an external AReXX or AmigaDos command. The actions available include support for the CDTV (playing

audio tracks), Amigaguide, Touchtone dialling (via the speakers or a modem), serial transfer, layer visibility and much more. A single button can perform multiple tasks, since all these functions can be stacked. It is also possible to add a script to the button to perform a series of tasks.

There is a textfield operator which allows the user to enter text on the screen, or even edit existing text. This can also be linked to actions or scripts if required, as can any of the other box objects.

The imagefield tool creates a box within which bitmaps can be created. Alternatively, you can import bitmap images directly from a file stored on disk. These can then be resized and their palettes matched to that of the current display, or the image's palette can be adopted as the palette for the page, but this can cause problems with some HAM modes.

To prevent errors, there are several levels of navigation available, with added

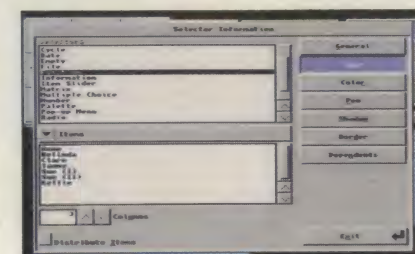
WHAT A MASSIVE SELECTION OF SELECTORS!



The most interesting object from a system programmer's point of view is the selector object. This takes a range of items and displays them together with some form of selection device so that the user can select a number of options.

The selectors take the form of buttons, sliders and virtually every form of requestor you have ever seen. Buttons are automatically scaled and assigned to every item on the list and obviously actions and scripts can be individually assigned to any or all of them.

Pick a selector, any selector - there are just too many variations to display on one screen.



Here is a list of the possible selector types available - everything under the sun.

A small selection of the operations requestors available. Note the separate colour and palette requestors - just right for when you want to set the colour of an object on a crowded screen. The Tool bar on the left shows all the objects available.



password protection if necessary. This enables the creation of different types of multimedia tools which allow the user, as opposed to the author, to alter the contents of the multimedia 'book'.

Helm comes complete with a built-in editor for writing scripts and a fully featured graphics system which rivals *DPaint* in some respects. In fact, the graphics tools can be used to edit a bitmap image actually on the page, so there is no need to load it into a separate program to touch up and refine the image.

Images may also be linked, so that each time the image is called up for display, it is loaded again – a dynamic refresh in case any changes have taken place in the meantime.

Possibly the only true multimedia feature is the PIP (Picture in Picture) object which can be added to a page. This makes use of the rather excellent, if a little overpriced, GVP IV24 card (assuming you have

one) and rescales the buffered image from that into the object window on the Amiga display. This is potentially very useful if you are hoping to use *Helm* to produce an interactive information system, or perhaps even a security system with a switchable remote view.

As well as these objects, structured drawing shapes are allowed on the screen, and these take the form of the usual curves and polygons. All objects can be given names and labels to enable scripts, or other action items in the book, to access or manipulate them.

The objects all come together to form a page. Pages can be displayed in any screenmode available to your version of AmigaDOS (and using any monitor type you have under 3.0). The obvious name for a complete collection of pages is a book, and indeed, this is how *Helm* projects are titled. Books can co-exist, so it is possible for you to have two or more books in memory at any time. Indeed a frontend is supplied which allows you to access any of the example books which are supplied with the program.

Because of the varying user navigation levels, this means that you can effectively write a suite of desktop programs such as calendars or address books which contain data, the contents of which can be easily altered by the user without having to resort to the more complex parts of the software.

“Helm exudes power and professionalism... it comes with a built-in editor for writing scripts and has a full-feature graphics system which rivals *Deluxe Paint* in some respects.”

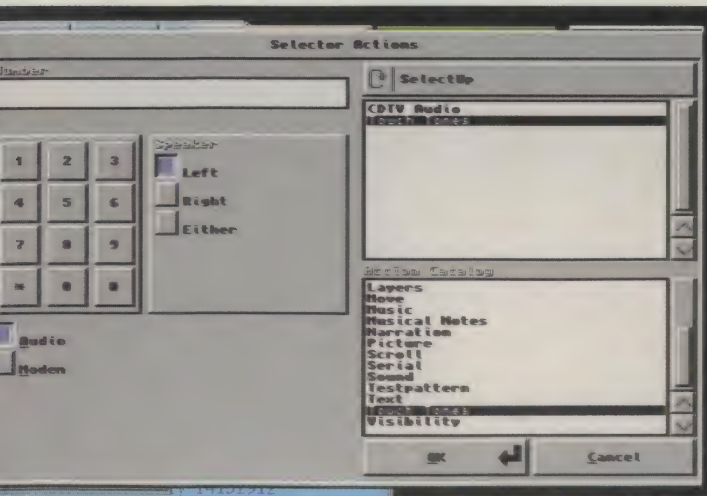
All together, Helm is a much more versatile authoring system than either *CanDo* or *Hyperbook*. It is slightly easier to use than *CanDo*, but some of the features require the tortuous trek between many different menus that is the hallmark of a structurally challenged piece of software. It took ages to find out how to rescale and animate images in a window – a clearly written 60-page manual with a decent index would have been more useful than the jumbled 220 page tome provided.

Yet with all these drawbacks, *Helm* exudes power and professionalism. The excellent support for different requestor types would make this an ideal package for testing out user interface designs before coding an application, and also allows non-programmers to produce professional looking programs.

All the other software in this field seems to have one particular application area – *Helm* is the first one I've seen that is equally capable of taking on virtually any multimedia application you can think of. It has no built-in screen wipe effects to speak of so it is unlikely to be any use as a replacement to *Scala* for that sort of work, but it can certainly handle anything else.

If you were disappointed with *Hyperbook*, this new multimedia authoring system is well worth a look.

The list of actions that can be added to buttons is exhaustive. Here we see a phone dialling action.



HELM



DESCRIPTION
Multimedia authoring system.

MANUFACTURER
Eagle Tree Software
0101 804 452 0623

DISTRIBUTOR
MicroPace 0753 551888

PRICE
£80-£90 (To be confirmed)

RELEASE
Available now

SPEED ●●●●
All the buttons and animation functions are seamless. Page loading can be slow.

MANUAL ●●●●
220 pages of packed info, but it is difficult to navigate through.

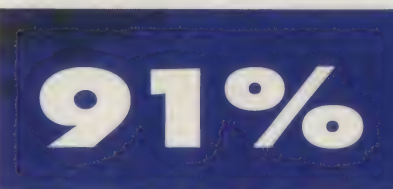
ACCESSIBILITY ●●●●
Can be daunting at first, but is easier to use than *CanDo*.

FEATURES ●●●●●
Everything you could reasonably need, ever.

VALUE ●●●●
Quite reasonable given the power of the software.

VERDICT

“ Easily the best page orientated multimedia presentation system available. More features than Hyperbook, easier to use than CanDo. ”



DL1150

**DESCRIPTION**

24-wire printer with colour option

MANUFACTURER

Fujitsu

DISTRIBUTOR

Fujitsu 081-573 4444

PRICE

£334.88, £386.58 (colour version)

RELEASE

Available now.

SPEED

Rather slow, especially when it's operating in colour mode. ●●

MANUAL

Reasonably good with the information clearly laid out. ●●●

ACCESSIBILITY

Programs with Workbench printer preferences can use full resolution. ●●●●

FEATURES

Fairly good results, especially with solid colours. ●●●

VALUE

Not the cheapest 24-pin (wire) colour printer, but not bad value. ●●●

VERDICT

“A well-built printer, which can produce good quality printouts, even it is a bit on the slow side. Unfortunately, the noise it makes could wake the dead!”

76%

WAY BACK IN the printer round-up in issue 39, we awarded 76 per cent to the Fujitsu DL1100, with some reservations about the lack of a good selection of fonts. Since then, many new models of printer have appeared, and laser printers are now much cheaper. So, can this 24-wire printer stand up against the challenge of the lasers and the inkjets?

(It is worth pausing from the review for just a moment to point out that to all intents and purposes a 24-wire printer operates in exactly the same way as a 24-pin printer does.)

Fujitsu's designers obviously read *Amiga Format's* review, because this new model has eight fonts built in. However, in these days of compugraphic fonts, fonts are becoming less pertinent to a printer, and the speed of output is becoming even more important.

The DL1150 can achieve around 200 characters per second in draft mode, and 60 characters per second in letter mode. There are faster printers available, but this is a pretty respectable speed. Another extremely nice touch (which other printer manufacturers are also following) is the inclusion of a specific Amiga driver, so that the user doesn't have to fiddle around with any emulations, although this printer can pretend to be an Epson or IBM pro printer if necessary.

Stick this printer into your DEVS: drawer, set it up in the printer preferences program, and any program that uses the Workbench preferences settings should be able to print out in the maximum resolution possible (360 by 180 dots per inch).

Unfortunately, there is no installation software, and the accompanying instructions are somewhat vague, which could be a problem for less experienced users.

If you want to print in colour, an optional colour kit and four-colour ribbon is available. Bolt these on and set the driver to colour, and you can print out in full colour from programs such as *DPaint* or *Wordworth*.

However, the quality of the colour printouts the Fujitsu produces is not the best I've ever seen, with pronounced banding and uneven colours. All dot matrix colour printers suffer from this to a degree, but this model does seem to have more problems than most others. The colour ribbons are reasonably cheap (around £5 each), so the printer won't cost a fortune to run.

This isn't a bad printer, but it's nothing outstanding. The monochrome print quality is good, but the colour quality leaves something to be desired.

Its print speed is fast, but when you're using colour this does tend to slow it down somewhat, because every strip has to be printed four times for each of the component colours. The DL1150 is also an incredibly noisy printer, and as I set it for a long colour printing session, the high-pitched whine was commented on in no uncertain terms by several people in the *Amiga Format* office. Ⓔ



The growing popularity of producing colour printouts has pushed manufacturers to develop hi-tech quality machines...

Fujitsu DL1150

Fujitsu's new model isn't a 24-pin, but a 24-wire dot matrix printer. We put it through stringent Baguley tests to see if it has any more to offer.



Being a dot matrix (wire) printer, the Fujitsu DL1150's colour output suffers from pronounced banding and uneven colours.



...We find out if the latest models from Canon and Fujitsu live up to the high standards that users will demand.

Canon BJC-600

If anybody can, Canon can. But can Canon now do what Canon already can in colour? Richard Baguley tests their latest colour bubblejet.



Using the Canon's Print Studio settings, the contrast and brightness of images can be adjusted to produce more balanced results.

THE CANON BUBBLEJET range of printers have acquired an excellent reputation over the past few years for producing high-quality printouts without deafening the neighbours. Now those clever Canon chappies have come up with a printer which uses the same bubblejet technology, but prints in colour.

Physically, the BJC-600 looks much like the previous Canon models, although the casing is slightly larger. A single sheet feeder at the rear of the printer can accommodate up to 100 sheets of paper, which are automatically fed into the printer when required. Paper feeds out of the front, and a tray slides out from the rear of the case to collect the output. Easy access to the toner cartridges and the paper path is provided by the top of the case which is hinged.

The ink is held in four separate cartridges (for the black, cyan, magenta and yellow ink) in the print head. These are made of clear plastic, so it's easy to see how much ink you've got left. Keeping the colours separate is also a good move, as some colours, particularly black, may run out quicker than others.

Most colour printers require several printing passes over the paper, but this one prints all four colours in one pass, because each colour has its own print head. If you're working in the highest density (360 x 360 dpi), the printer builds the image in two passes, because the print head can only print 180 dots per inch. The two passes are slightly offset, giving an apparent resolution of 360 dots per inch.

A new ink cartridge should cost you about £8, but they seem to last for a good few pages. Exactly how long they last depends very much on what type of printing you are doing – if you output a lot of solid colours and heavy blacks you will use up large amounts of ink very quickly.

Also included with the printer is the *Canon Print Studio*, which is a cut down version of the *Print Studio* program by Wolf Faust reviewed in AF51. This now includes a BJC-600 driver which can give you full colour at 360 x 360 dots per inch.

The print quality of the Canon BJC-600 is stunning, with bright, vibrant colours and good solid blacks. Strong images such as the parrot shown on this page can look a little dark when printed at the maximum resolution. However, a bit of judicious adjustment to the contrast and brightness of the image in the *Print Studio* colour adjustment settings window should enable you to get around this. Also, the output of solid colours from a structured drawing program such as *Professional Draw* or *ProVector* is excellent.

The Canon BJC-600 certainly isn't as cheap as a 24 or 9-pin dot matrix colour printer, but the results it produces are far superior. It's not a fast printer, but it is extremely quiet. The separate ink cartridges provided should keep running costs of this Canon model down, although this type of printer is never as cheap to run as a dot matrix.

BJC-600

DESCRIPTION
Colour bubblejet printer

MANUFACTURER
Canon

DISTRIBUTOR
Phoenix 0532 311932

PRICE
£599

RELEASE
Available now

SPEED ●●●
Its colour printing is a touch too slow.

MANUAL ●●●●
Three manuals packed with easy to read information.

ACCESSIBILITY ●●●●
The Canon Print Studio and driver install quickly and easily.

FEATURES ●●●●
360 x 360 dpi resolution in full colour. Good colour rendition.

VALUE ●●●
Not cheap, but produces high-quality results.

VERDICT

“ Although this is not a high speed machine, its price reflects the top quality colour and monochrome output it produces. Colour printouts are bright and vibrant. ”

90%

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The Epson TV in action. Images can be projected on to almost any background, but white and silver provide the best results.

Epson TV

If your telly isn't big enough, you'll need one that can project on to the wall. Richard Baguley looks at Epson's latest.

IF YOU WANT to show your latest Amiga animation to a group of people, or make a presentation on the merits of multimedia to your directors, a big screen can be extremely useful. You can get big televisions, but they're usually exactly that, big and bulky. What's needed in these situations is a TV that gives a big picture, but is easy to carry around.

The Epson VP-100PS is designed for just this eventuality. Instead of a TV picture tube, the Epson TV uses a single light and three liquid crystal light filters to produce the image. Each of the three filters handles one of the red, green and blue components of the image, and the three colours are then combined together to form the image. This is projected through a lens, and focused on to the screen.

You can use more or less anything for a screen (including a wall), but you get some pretty bizarre results if it isn't white or silver. The projector uses a single 300W

The Epson TV is extremely portable, measuring about five inches high and a foot deep.

bulb, which means that the images are bright, but they do fade if the screen is any bigger than about seven feet across.

Physically, the projector TV is a box about five inches high by a foot deep and two feet long. The lens is located on the front along with the controls for volume, brightness contrast and colour. At the rear are the inputs: four BNC sockets for analogue RGB (as used by the Amiga), a single 15-way socket for digital RGB (as used by IBM PC compatibles) and a phono socket for composite video. Two phono plugs for audio input are also present, and the unit contains two speakers on either side of the box. Also supplied with the unit are leads for connecting to the Amiga.

To use the projector TV just plug the leads into the TV and Amiga and turn on. No special drivers are needed, but the TV cannot cope with the Double Pal modes used in Workbench 3. However, it happily copes with HAM-8 Super Hi-Res images, although text is unreadable at this resolution. The liquid crystal matrix used to create the picture is only 320 by 264 pixels, so if you use a resolution higher than this, parts of the picture will be lost.

Overall, the sound and picture quality is extremely good, although the images are not as clear as on a monitor. Subtle shades of colour tend to blend together, and the image has a rather annoying flicker which gets worse when you work in a higher resolution mode.

EPSON TV



DESCRIPTION

Video Projector

MANUFACTURER

Epson

DISTRIBUTOR

Visual Productions, 0494 890601

PRICE

£799

RELEASE

Out now

PICTURE

★★★★

Very good, but it does suffer if you expand it over seven feet across.

EASE OF USE

★★★★

With the included cable, all you need to do is to plug it in.

CONSTRUCTION

★★★

Pretty tough, and includes a useful carrying case.

FEATURES

★★★★

Can be connected to a video recorder as well as your Amiga.

VALUE

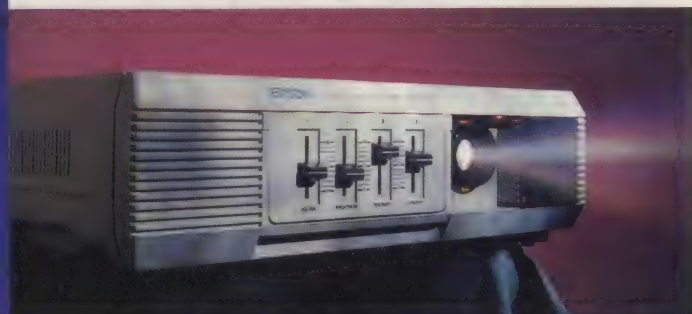
★★★

Not cheap, but it performs its job very well.

VERDICT

"The image quality is nowhere near as good as a standard monitor, but if you need to show images to large groups of people, this projection TV is an excellent product."

85%



"IT IS WITHOUT DOUBT THE MOST POWERFUL CAD PACKAGE FOR THE AMIGA BAR NONE. NO OTHER PACKAGE COMES CLOSE"

AMIGA FORMAT

XCad

SPEED - An Amiga 1200 is 12 times faster on zoom and redraw than AutoCAD running on a fast '386.

PRACTICALITY - Ideal for design in architecture, electronic and/or mechanical engineering.

COMPATIBILITY - AutoCAD DXF import/export comes complete across the XCad range. Print to plotters, laser or dot-matrix printers.

MODULAR - Simple upgrade from XCad 2000 to XCad 3000 and PC/UNIX versions.

Imagine

The 24 bit image below was completely originated on an Amiga computer. The drawings were designed with XCad, the 3D model was created from the 2D drawings and the 24 bit image (1280 x 1024 resolution) was rendered with Imagine! Compare this to AutoCAD, and 3D Studio which will cost £4550 - and that's just for the software!

Never before has the Amiga been so well complemented. Never before has the Designer been given so much power, speed and flexibility at such an affordable price.

CHRISTMAS SPECIAL
WHILE STOCKS LAST!



The above building was designed by Architect David Bishop, modelled by XCad and rendered with Imagine.

XCad harnesses the incredible power of the Amiga to deliver a draughting tool to beat all others. Processing times are cut to a fraction of most PC based systems. Plans, designs and blueprints can easily be produced using simple, flexible menus or commands.

The XCad range starts from as little as £79* for XCad 2000 (1Mb FAST RAM minimum) which includes both 2D Detailing and 3D Modeling plus automatic perspective views.

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- Tricky Trees - memory, sequencing and the language of colour and shape
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- Bert's Scrapbook - sequencing and reading skills
- Beach Sorter - sorting
- Picnic Attack - water fun game

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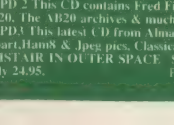
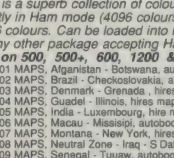
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CLG08 DRAGON TILES Superb version very addictive! 1 disk 3.50 +
CLG09 MOTOR DUEL great 3d car racing game. 1 disk 3.50. +
CLG11 ALL GUNS BLAZING 2 player, overhead view. 1 disk 3.50 +
CLG12 BULLDOZER BOB Clear screen of blocks! 1 disk 3.50 +
CLG13 PARADOX Another good puzzle game! 1 disk 3.50 +
CLG14 SONIC SMARTIEHEAD Crazy platform game! 1 disk 3.50. +
CLG15 SPODGE THE ESCAPE puzzle platformer! 1 disk 3.50. +
CLG17 IMBRIUM Excellent graphic adventure! 1 disk 3.50. +
CLG18 SKAN 29 Guide Sid through 220 levels! 1 disk 3.50. +
CLG19 STELLAR ESCAPE Vertical shoot em up! 3 disks 4.99. +
CLG20 JUNGLE BUNGLE Nice adventure game! 1 disk 3.50. +
CLG21 FLOWER POWER Gro before the bugs eat them! 1 disk 3.50. +
CLG22 STOCKING FILLERS Seasonal Xmas games! 1 disk 3.50. +
CLG23 MARVIN THE MARTIAN A maze type game, 1 disk 3.50. +
CLG24 EASY MONEY fun machine simulator! (Not dos 2 or 3) 3.50. +
CLG25 WHITE RABBITS This is a good puzzle game! 1 disk 3.50 +
CLG26 MONSTER ISLAND Dungeon Master game! 1 disk 3.50. +
CLG28 TIME RIFT Game played over 4 time zones! 1 disk 3.50. +
CLG29 BILLY BALL Good 3d isometric game! 1 disk 3.50. +
CLG30 CAPTAIN N Nice platform game! 1 disk 3.50. +
CLG31 DIRTY RACKETTS 3 tennis games on here! 1.5mg! 1 disk 3.50. +
CLG32 7 BLOCKS stop the falling blocks! 1 disk 3.50! +
CLG33 BAT 'O' ROOMS 2 player ball & ball game! 1 disk 3.50. +
CLG34 CYBERNET Sideways scrolling shoot em up! 1 disk 3.50. +
CLG35 OG Prehistoric caveman rescues girlfriend! 1 disk 3.50. +



CLG028 TIMERIFY This is an excellent platform game by Simon Hitchin. The game is played over 4 time zones and covers 749 screens! The aim in each zone is to find & collect 4 crystals which, when brought together & activated, will transport you to the next zone. Full instructions on disk. Super graphics & great gameplay. Supplied on 1 disk only 3.50. +



CLE047 TOTAL CONCEPTS DINOSAURS 3 is the latest TCI to join this excellent series & uses a new layout giving you a dino image & info buttons on every page! It includes the new superstar of the dino world Velociraptor. If you are at all interested in Dinosaurs this is a must to complete your Dinosaur library! Over 30 images supplied on 3 disks only 4.99. +



CLE029 PREHISTORIC FUN PACK This is a superb title containing four fun dinosaur games, Dinoslider a tiles puzzle game, Dinosaur is a jigsaw memory game. Snakes & caves is the old favourite snakes & ladders, and Eggstinct is a fun egg collecting game! Will keep the kids amused for ages! 1 disk 3.50. +

COMPTON PRO COMMERCIAL CLIPART!

This is a brand new range of clipart designed exclusively for UPDI! These images are of very high quality and detail and are priced at 3.50 per disk! All images are in 350x250 pixels and may be imported into most packages! PC versions available!

CT001 TRIASSIC DINOSAURS CLIPART The first age of Dinosaurs! only 3.50! +
CT002 JURASSIC DINOSAURS CLIPART 1 Suber quality pics! only 3.50! +
CT003 JURASSIC DINOSAURS CLIPART 2 More super Jurassic art! only 3.50! +
CT004 CRETACEOUS DINOSAURS CLIPART 1 This is T rex & era! only 3.50! +
CT005 CRETACEOUS DINOSAURS CLIPART 2 Triceratops, T rex etc! only 3.50! +



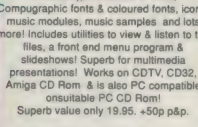
NEW! COLOURED CLIPART! NEW! This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is in 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures! (OK on 500, 500+, 600, 1200 & 4000!)

CL001 MAPS, Algerian - Bolivia, autoboot! +Y
CL002 MAPS, Brazil - Czechoslovakia, autoboot! +Y
CL003 MAPS, Denmark - Grenada, hires map! +Y
CL004 MAPS, Texas - Zimbabwe, autoboot! +Y
CL005 MAPS, India - Luxembourg, hires map! +Y
CL006 MAPS, Macau - Mississippi, autoboot! +Y
CL007 MAPS, Montana - New York, hires map! +Y
CL008 MAPS, Neutral Zone - Iran - S Dakota, autoboot! +Y
CL009 MAPS, Senegal - Taiwan, autoboot! +Y
CL010 MAPS, South Africa - USSR, autoboot! +Y
CL011 REPTILES, good pictures, autoboot! +Y
CL012/23 ACTOFS, famous faces, autoboot! +Y(2)
CL013 EXPLORERS 1-13 Famous explorers, autoboot! +Y
CL014 AIRCRAFT, 27-32 & Cars! autoboot! +Y
CL015 BIRDS, 1-12 Super pictures, autoboot! +Y
CL016 BIRDS, 13-29 More birds, autoboot! +Y
CL017 BIRDS, 30-41 More birds, autoboot! +Y
CL018 BIRDS, 42-50 More birds, autoboot! +Y
CL019 BIRDS, 51-60 More birds, autoboot! +Y
CL020 BIRDS, 61-70 More birds, autoboot! +Y
CL021 BIRDS, 71-80 More birds, autoboot! +Y
CL022 BIRDS, 81-90 More birds, autoboot! +Y
CL023 BIRDS, 91-100 More birds, autoboot! +Y
CL024 CATS, 1-16 Super cat pics, autoboot! +Y
CL025 DOGS, 1-16 Super dog pics, autoboot! +Y
CL026 FLOWERS 1-13 Famous flowers, autoboot! +Y
CL027 FISH 1-52 Super fish pictures, (4 disks) +Y
CL028 FLOWERS 53-65 Famous flowers, autoboot! +Y
CL029 FLOWERS 66-78 Famous flowers, autoboot! +Y
CL030 FLOWERS 79-91 Famous flowers, autoboot! +Y
CL031 FLOWERS 92-104 Famous flowers, autoboot! +Y
CL032 FLOWERS 105-117 Famous flowers, autoboot! +Y
CL033 FLOWERS 118-130 Famous flowers, autoboot! +Y
CL034 FLOWERS 131-143 Famous flowers, autoboot! +Y
CL035 FLOWERS 144-156 Famous flowers, autoboot! +Y
CL036 FLOWERS 157-169 Famous flowers, autoboot! +Y
CL037 FLOWERS 170-182 Famous flowers, autoboot! +Y
CL038 FLOWERS 183-195 Famous flowers, autoboot! +Y
CL039 FLOWERS 196-208 Famous flowers, autoboot! +Y
CL040 FLOWERS 209-221 Famous flowers, autoboot! +Y
CL041 FLOWERS 222-234 Famous flowers, autoboot! +Y
CL042 FLOWERS 235-247 Famous flowers, autoboot! +Y
CL043 FLOWERS 248-260 Famous flowers, autoboot! +Y
CL044 FLOWERS 261-273 Famous flowers, autoboot! +Y
CL045 FLOWERS 274-286 Famous flowers, autoboot! +Y
CL046 FLOWERS 287-299 Famous flowers, autoboot! +Y
CL047 FLOWERS 300-312 Famous flowers, autoboot! +Y
CL048 FLOWERS 313-325 Famous flowers, autoboot! +Y
CL049 FLOWERS 326-338 Famous flowers, autoboot! +Y
CL050 FLOWERS 339-351 Famous flowers, autoboot! +Y
CL051 FLOWERS 352-364 Famous flowers, autoboot! +Y
CL052 FLOWERS 365-377 Famous flowers, autoboot! +Y
CL053 FLOWERS 378-390 Famous flowers, autoboot! +Y
CL054 FLOWERS 391-403 Famous flowers, autoboot! +Y
CL055 FLOWERS 404-416 Famous flowers, autoboot! +Y
CL056 FLOWERS 417-429 Famous flowers, autoboot! +Y
CL057 FLOWERS 430-442 Famous flowers, autoboot! +Y
CL058 FLOWERS 443-455 Famous flowers, autoboot! +Y
CL059 FLOWERS 456-468 Famous flowers, autoboot! +Y
CL060 FLOWERS 469-481 Famous flowers, autoboot! +Y
CL061 FLOWERS 482-494 Famous flowers, autoboot! +Y
CL062 FLOWERS 495-507 Famous flowers, autoboot! +Y
CL063 FLOWERS 508-520 Famous flowers, autoboot! +Y
CL064 FLOWERS 521-533 Famous flowers, autoboot! +Y
CL065 FLOWERS 534-546 Famous flowers, autoboot! +Y
CL066 FLOWERS 547-559 Famous flowers, autoboot! +Y
CL067 FLOWERS 560-572 Famous flowers, autoboot! +Y
CL068 FLOWERS 573-585 Famous flowers, autoboot! +Y
CL069 FLOWERS 586-598 Famous flowers, autoboot! +Y
CL070 FLOWERS 599-611 Famous flowers, autoboot! +Y
CL071 FLOWERS 612-624 Famous flowers, autoboot! +Y
CL072 FLOWERS 625-637 Famous flowers, autoboot! +Y
CL073 FLOWERS 638-650 Famous flowers, autoboot! +Y
CL074 FLOWERS 651-663 Famous flowers, autoboot! +Y
CL075 FLOWERS 664-676 Famous flowers, autoboot! +Y
CL076 FLOWERS 677-689 Famous flowers, autoboot! +Y
CL077 FLOWERS 690-702 Famous flowers, autoboot! +Y
CL078 FLOWERS 703-715 Famous flowers, autoboot! +Y
CL079 FLOWERS 716-728 Famous flowers, autoboot! +Y
CL080 FLOWERS 729-741 Famous flowers, autoboot! +Y
CL081 FLOWERS 742-754 Famous flowers, autoboot! +Y
CL082 FLOWERS 755-767 Famous flowers, autoboot! +Y
CL083 FLOWERS 768-780 Famous flowers, autoboot! +Y
CL084 FLOWERS 781-793 Famous flowers, autoboot! +Y
CL085 FLOWERS 794-806 Famous flowers, autoboot! +Y
CL086 FLOWERS 807-819 Famous flowers, autoboot! +Y
CL087 FLOWERS 820-832 Famous flowers, autoboot! +Y
CL088 FLOWERS 833-845 Famous flowers, autoboot! +Y
CL089 FLOWERS 846-858 Famous flowers, autoboot! +Y
CL090 FLOWERS 859-871 Famous flowers, autoboot! +Y
CL091 FLOWERS 872-884 Famous flowers, autoboot! +Y
CL092 FLOWERS 885-897 Famous flowers, autoboot! +Y
CL093 FLOWERS 898-910 Famous flowers, autoboot! +Y
CL094 FLOWERS 911-923 Famous flowers, autoboot! +Y
CL095 FLOWERS 924-936 Famous flowers, autoboot! +Y
CL096 FLOWERS 937-949 Famous flowers, autoboot! +Y
CL097 FLOWERS 950-962 Famous flowers, autoboot! +Y
CL098 FLOWERS 963-975 Famous flowers, autoboot! +Y
CL099 FLOWERS 976-988 Famous flowers, autoboot! +Y
CL100 FLOWERS 989-1001 Famous flowers, autoboot! +Y

NEW WEIRD SCIENCE MULTIMEDIA TOOLKIT CD ROM!

This is a superb CD Rom, filled to the brim with over 10,000 files, 500 24bit jpeg images & 500 Ham8 & Ham interface versions. Hundreds of megabytes of clipart, (in black & white, colour and scalable). Hundreds of bit fonts, Compographic fonts & coloured fonts, icons, music modules, music samples and lots more! Includes utilities to view & listen to the files, a front end menu program & slideshows! Superb for multimedia presentations! Works on CDTV, CD32, Amiga CD Rom & is also PC compatible unsuitable PC CD Rom!

Superb value only 19.95, +50p p&p.

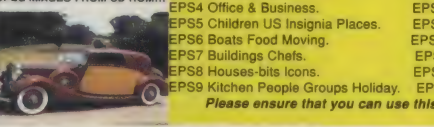


CL050 FLOWERS 114-127 More flower pics, autoboot! +Y
CL051 FLOWERS 128-138, FRUIT 1-4 pics autoboot! +Y
CL052 FRUIT 5-18, Good pictures! autoboot! +Y
CL053 FRUIT, More fruit & leaves etc! autoboot! +Y
CL054 FRUIT, More fruit & leaves etc! autoboot! +Y
CL055 FRONTIER 1-13 Pioneer pictures, autoboot! +Y
CL056 HORSES 1-16 Great horse pics, autoboot! +Y
CL057 HORSES 17-22, Insects 1-8, autoboot! +Y
CL058 INSECTS 11-23 Small creatures! +Y
CL059 INSECTS 24-41 More insect autoboot! +Y
CL060 INSECTS 42-59 More insect autoboot! +Y
CL061 INSECTS 60-63, Insects 1-11 autoboot! +Y
CL062 INVENTORS 12-24 More inventors autoboot! +Y
CL063 INVENTORS 25-30, MAMMALS 1-10 autoboot! +Y
CL064 MAMMALS 11-26 More animals pictures! +Y
CL065 MAMMALS 27-46 and more animals! +Y
CL066 MAMMALS 47-65 more mammals autoboot! +Y
CL067 MAMMALS 66-82 and some more autoboot! +Y
CL068 MAMMALS 83-102 and more more autoboot! +Y
CL069 MAMMALS 103-119 many more autoboot! +Y
CL070 MAMMALS 120-141 super pictures! autoboot! +Y
CL071 MAMMALS 142-158, & INSTRUMENTS 1-4! +Y
CL072 INSTRUMENTS 5-15 Classical autoboot! +Y
CL073 INSTRUMENTS 16-26, MILITARY 1-6 autoboot! +Y
CL074 MILITARY 7-17, MUSICIANS 1-4! +Y
CL075 MUSICIANS 5-21 Classical autoboot! +Y
CL076 PREHISTORIC 2-19 Dinosaur autoboot! +Y
CL077 PREHISTORIC 20-25, PEOPLE 1-8 autoboot! +Y
CL078 PEOPLE 9-50 Lots of people! (3 disks) +Y
CL079 PEOPLE 51-100 Lots of people! (3 disks) +Y
CL080 PEOPLE 101-150 Lots of people! (3 disks) +Y
CL081 PEOPLE & Presidents, good pictures! +Y
CL082A PRESIDENTS 1-40 USA presidents, 3 disks +Y
CL083 REPTILES 1-19 Good pictures autoboot! +Y
CL084 REPTILES 20-38 More reptiles autoboot! +Y
CL085 REPTILES 39-50, Ships 1-9 autoboot! +Y
CL086 SHIPS 10-33 Marine vessels! +Y
CL087 SPORTSMEN, Various sportsmen autoboot! +Y
CL088 TREES, Lots of tree pictures autoboot! +Y
CL089 TREES 1-19 Good pictures autoboot! +Y
CL090 TREES 20-38 More trees autoboot! +Y
CL091 TREES 39-50 More trees autoboot! +Y
CL092 TREES 51-60 More trees autoboot! +Y
CL093 TREES 61-70 More trees autoboot! +Y
CL094 TREES 71-80 More trees autoboot! +Y
CL095 TREES 81-90 More trees autoboot! +Y
CL096 TREES 91-100 More trees autoboot! +Y
CL097 TREES 101-110 More trees autoboot! +Y
CL098 TREES 111-120 More trees autoboot! +Y
CL099 TREES 121-130 More trees autoboot! +Y
CL100 TREES 131-140 More trees autoboot! +Y
CL101 TREES 141-150 More trees autoboot! +Y
CL102 TREES 151-160 More trees autoboot! +Y
CL103 TREES 161-170 More trees autoboot! +Y
CL104 TREES 171-180 More trees autoboot! +Y
CL105 TREES 181-190 More trees autoboot! +Y
CL106 TREES 191-200 More trees autoboot! +Y
CL107 TREES 201-210 More trees autoboot! +Y
CL108 TREES 211-220 More trees autoboot! +Y
CL109 TREES 221-230 More trees autoboot! +Y
CL110 TREES 231-240 More trees autoboot! +Y
CL111 TREES 241-250 More trees autoboot! +Y
CL112 TREES 251-260 More trees autoboot! +Y
CL113 TREES 261-270 More trees autoboot! +Y
CL114 TREES 271-280 More trees autoboot! +Y
CL115 TREES 281-290 More trees autoboot! +Y
CL116 TREES 291-300 More trees autoboot! +Y
CL117 TREES 301-310 More trees autoboot! +Y
CL118 TREES 311-320 More trees autoboot! +Y
CL119 TREES 321-330 More trees autoboot! +Y
CL120 TREES 331-340 More trees autoboot! +Y
CL121 TREES 341-350 More trees autoboot! +Y
CL122 TREES 351-360 More trees autoboot! +Y
CL123 TREES 361-370 More trees autoboot! +Y
CL124 TREES 371-380 More trees autoboot! +Y
CL125 TREES 381-390 More trees autoboot! +Y
CL126 TREES 391-400 More trees autoboot! +Y
CL127 TREES 401-410 More trees autoboot! +Y
CL128 TREES 411-420 More trees autoboot! +Y
CL129 TREES 421-430 More trees autoboot! +Y
CL130 TREES 431-440 More trees autoboot! +Y
CL131 TREES 441-450 More trees autoboot! +Y
CL132 TREES 451-460 More trees autoboot! +Y
CL133 TREES 461-470 More trees autoboot! +Y
CL134 TREES 471-480 More trees autoboot! +Y
CL135 TREES 481-490 More trees autoboot! +Y
CL136 TREES 491-500 More trees autoboot! +Y
CL137 TREES 501-510 More trees autoboot! +Y
CL138 TREES 511-520 More trees autoboot! +Y
CL139 TREES 521-530 More trees autoboot! +Y
CL140 TREES 531-540 More trees autoboot! +Y
CL141 TREES 541-550 More trees autoboot! +Y
CL142 TREES 551-560 More trees autoboot! +Y
CL143 TREES 561-570 More trees autoboot! +Y
CL144 TREES 571-580 More trees autoboot! +Y
CL145 TREES 581-590 More trees autoboot! +Y
CL146 TREES 591-600 More trees autoboot! +Y
CL147 TREES 601-610 More trees autoboot! +Y
CL148 TREES 611-620 More trees autoboot! +Y
CL149 TREES 621-630 More trees autoboot! +Y
CL150 TREES 631-640 More trees autoboot! +Y
CL151 TREES 641-650 More trees autoboot! +Y
CL152 TREES 651-660 More trees autoboot! +Y
CL153 TREES 661-670 More trees autoboot! +Y
CL154 TREES 671-680 More trees autoboot! +Y
CL155 TREES 681-690 More trees autoboot! +Y
CL156 TREES 691-700 More trees autoboot! +Y
CL157 TREES 701-710 More trees autoboot! +Y
CL158 TREES 711-720 More trees autoboot! +Y
CL159 TREES 721-730 More trees autoboot! +Y
CL160 TREES 731-740 More trees autoboot! +Y
CL161 TREES 741-750 More trees autoboot! +Y
CL162 TREES 751-760 More trees autoboot! +Y
CL163 TREES 761-770 More trees autoboot! +Y
CL164 TREES 771-780 More trees autoboot! +Y
CL165 TREES 781-790 More trees autoboot! +Y
CL166 TREES 791-800 More trees autoboot! +Y
CL167 TREES 801-810 More trees autoboot! +Y
CL168 TREES 811-820 More trees autoboot! +Y
CL169 TREES 821-830 More trees autoboot! +Y
CL170 TREES 831-840 More trees autoboot! +Y
CL171 TREES 841-850 More trees autoboot! +Y
CL172 TREES 851-860 More trees autoboot! +Y
CL173 TREES 861-870 More trees autoboot! +Y
CL174 TREES 871-880 More trees autoboot! +Y
CL175 TREES 881-890 More trees autoboot! +Y
CL176 TREES 891-900 More trees autoboot! +Y
CL177 TREES 901-910 More trees autoboot! +Y
CL178 TREES 911-920 More trees autoboot! +Y
CL179 TREES 921-930 More trees autoboot! +Y
CL180 TREES 931-940 More trees autoboot! +Y
CL181 TREES 941-950 More trees autoboot! +Y
CL182 TREES 951-960 More trees autoboot! +Y
CL183 TREES 961-970 More trees autoboot! +Y
CL184 TREES 971-980 More trees autoboot! +Y
CL185 TREES 981-990 More trees autoboot! +Y
CL186 TREES 991-1000 More trees autoboot! +Y

ENCAPSULATED POSTSCRIPT CLIPART!

This superb quality clipart is structured clipart and as such must be used in professional software such as PageStream. Pro page or any other which can import EPS clipart. Note that you may need a postscript laser printer to print these out (as in Pro page for example). These disks are all 2.00 EACH!!

EPS1 Dining pictures.
EPS2 Medical & Weddings.
EPS3 Houses clips.
EPS4 Office & Business.
EPS5 Children US Insignia Places.
EPS6 Bats Food Moving.
EPS7 Buildings Chels.
EPS8 Houses-bits Icons.
EPS9 Kitchen People Groups Holiday.



CLASSIC CLIPART (Black & White) (Okay on A1200 & A4000). The clipart in this collection is very high quality, huge images, many greater than an Amiga hires screen, for use in Epub or DTP packages, each disk contains a slideshow allowing you to view the entire blimp by moving the mouse! (Prices per disk): ART01 WEDDINGS Super wedding clipart, 2 disks! +
ART02 HOUSES 2 disks, pictures of mansions etc! +
ART03 RELIGIOUS 3 disks full of holy clipart! +
ART04 WWII AIRCRAFT World war II planes! +
ART05 MEN 2 disks full of men at work! +
ART06 WOMEN 2 disks full of women clipart! +
ART07 KIDS 2 disks containing kids clipart! +
ART08 BUSINESS Disk full of office clipart! +
ART09 OFFICE Another office type disk! +
ART10 STUDENTS Lots of student type pics! +
ART11 SALETIME Many useful logos etc! +
ART12 XMAS 3 disks of Xmas related pics! +
ART13 PUNCH 3 disks of cartoon pics! +
ART14 ANIMALS Fantastic quality pictures! +
ART15 CATS Only 12 pics but super quality! +
ART16 SILHOUTTES 18 super silhouettes! +
ART17 SCHOOLS 2 disks of school pictures! +
ART18 BABIES Clipart on a baby theme! +
ART19 SPORT 2 disks full of sport pictures! +
ART20 OLYMPIC Another sport type disk! +
ART21 MEDICAL 2 disks full of medical clipart! +
ART22 SEALIFE Pictures from the Ocean! +
ART23 DECORATIVE MONTHS 1 for every month! +
ART24 WACKY Funny comic type clipart! +
ART25 HOLIDAYS Holiday type pictures! +
ART26 BANNERS 2 disks full of banners! +
ART27 ART NOUVEAU Flowers Floral art! +
ART28 BUTTERFLIES Nice pictures! +
ART29 FOOD 2 disks on a food/kitchen theme! +
ART30 COLORING BOOK Colour in DPaint! +
ART31 BORDERS 2 disks, must load into DTP! +
ART32 MAC CLIP 2 disks high quality macart! +
ART33 HORNBACK Nice scenic clipart! +
ART34 TEDDY BEARS 2 disk teddy bear! +
ART35 VANITY FARE 2 disks fashion clipart! +

EPS10 Apartmentblocks Houses Town
EPS11 Animals & Sport.
EPS12 Aircraft Birds Shopping etc.
EPS13 Aircraft Big houses Males.
EPS14 Houses Old English Vacation.
EPS15 Books Females Light aircraft.
EPS16 House-foreign Helicopters.
EPS17 USA - World & Music.
EPS18 Biplanes EPS18s Last minute.

Please ensure that you can use this clipart, it is NOT in format!!

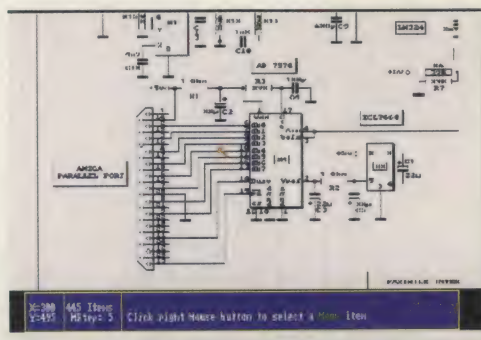
ART36 HALLOWEEN CLIPART Wierd clipart! +
ART37 SHOWTIME Dancing, singing etc! +
ART38 VEGGIES Vegetarian clipart! +
ART39 FLORAL 14 very detailed pictures! +
ART40 MYTHS Mythical images - zodical! +
ART41 DOG WOODCUTS Super 300dpi pics! +
ART42 CAT WOODCUTS Great wildcat pics! +
ART43 AFRICAN WOODCUTS African animals! +
ART44 AMERICAN WOODCUTS More animals! +
ART45 ARCTIC WOODCUTS Northern animals! +
ART46 FARM WOODCUTS Farm animals! +
ART47 MIXED ANIMAL WOODCUTS Nice pics! +
ART48 BIRDS WOODCUTS 18th century bird pics! +
ART49 MORE ANIMALS More superb pictures! +
ART50 ANIMAL LINEART Varied selection of pics! +
ART51 BOTANICAL ART detailed plant pics! +
ART52 FAMILY SCENES 2 disks of domestic life! +
ART53 GOLF HUMOUR 1 amusing cartoon disks! +
ART54 SPACE &

If you want to convert your text into semaphore, if you're looking for a stack of new fonts to expand your DTP horizons, or if you want to play cards with a pack of Fifties girly cards, then Richard Baguley is the man to tell you where to find these and many more PD programs.

PD Update

TRONI-CAD MAGNETIC FIELDS MI005

UTIL



This is a design for a radio fax, which was produced using the *Troni-Cad* electronic design program.

I doubt that designing electric circuits is everybody's kettle of fish, but if you're involved in electrical engineering, a program for producing your circuit schematics should be very useful. *Troni-Cad* (created by the Belgian programmer Louis Schiets) is just such a program, and enables you to produce circuit diagrams, although it could be adapted to generate other types of diagrams such as spreadsheets.

Troni-Cad is a fairly simple structured drawing program with a number of tools designed to make producing circuit diagrams easy. The program works on a 1000 by 900 pixel page, which is bigger than the screen. This means that moving the cursor to the edge of the page scrolls you around. This size of page enables you to create extremely complex circuits comprising several hundred components, and these can then be printed out to any Epson compatible printer.

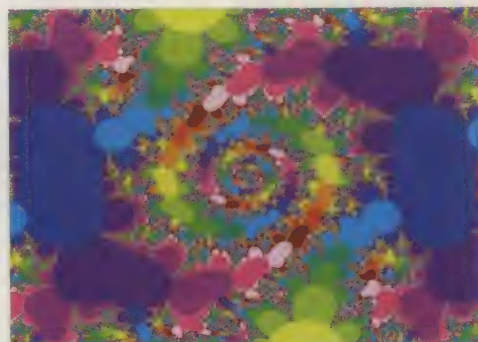
MANDELPLOT MAGNETIC FIELDS

CFX

I may be behind the times, but I still think fractal generators are fun. Everybody else may be getting into plasma and Lyapunov space, but I'm still happy with a nice Julia set.

Which is why it's good to see this program by Mark Blake. It's a fractal generator which handles all manner of fractal types, including the common or garden Mandelbrot and the lovely Julia. It's extremely fast, generating most fractals within a couple of minutes, even on a bog standard A500.

MandelPlot achieves this speed by using a clever mathematical technique to pick out areas with the same colour, so it can draw them very quickly. On the unregistered version you can choose from 10 types of fractal (ranging from Mandelbrots to Lorenz curves), but the registered version (available from the author for £10) works with 33 types. Both versions can generate fractals from any mathematical formula you care to throw at them, so you can create your own weird and wonderful fractals if that is your heart's desire.



This complex fractal took just a few minutes to draw using the exceptionally fast *MandelPlot* program.

COMPUGRAPHIC AND POSTSCRIPT FONTS

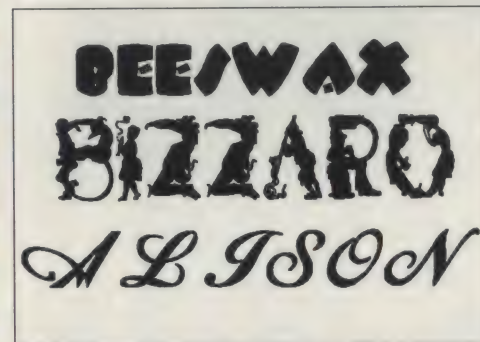
DTP

PD-SOFT DISKS SC1-26 AND AD1-26

If you're into DTP, you'll appreciate the problems of getting hold of a good selection of fonts. Although some people will argue for a minimalist approach to using them, it's always useful to have a selection to hand.

Most DTP programs come with a few included, but you'll soon exhaust these. Fortunately, those nice people at PD-Soft have put together a collection of Compugraphic and Adobe Type 1 fonts which runs to 26 disks. That's around 300 typefaces, which range from the completely absurd to the genuinely useful.

Each disk will cost you £3 (including P&P), or you can buy all 26 disks for £49.99. Each disk contains around 19 fonts, but the two types of font are sold separately, so you'll have to specify which one you want when ordering. The quality of the fonts is somewhat variable, and some are in upper case



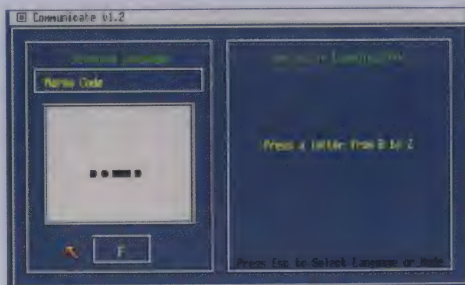
The fonts in PD-Soft's collection of 300 range from the genuinely useful to the completely absurd.

COMMUNICATE YOUR CHOICE

UTIL

It's not too often we see a PD program that is completely original, but this is one of those rare occasions. *Communicate* is an excellently designed program that translates from normal text into any one of eight other forms of communication, including semaphore, naval flags, morse code, three variations of sign language and a new code called noughts and crosses.

The program can translate letters, words, sentences or documents saved on disk as ASCII text. Each of the languages is accompanied by the relevant illustrations, so the semaphore section is translated into a little stick figure complete with flags in the various positions, and if you chose the morse code option, all the dots and dashes appear on your screen and you get the bleepy noises through the speakers.



I've always wanted to learn morse code, although it's a bit passé these days. Radio hams are all into packet radio and that newfangled digital stuff.

So, if you've a mind to do so, you could broadcast your startup-sequence across the airwaves in morse code. The program also provides a test mode, where you are presented with a letter in any one of the codes and have to work out which



Communicate gives you the ability to translate your text into semaphore, morse code, one of three different forms of sign language and other formats.

It is. This is pretty simple, but it could be useful for testing how well you know your morse code or semaphore. I'm not sure how useful this program is, but it's great fun, and John J Cassar has done a good job of coding it in AMOS.

KLONDIKE AGA

TELESCAN

Patience is a virtue, they say. However, this version may break that rule. *Klondike* is the first AGA-only card game I've seen, and each of the cards has an excellently drawn Fifties girlie calendar-type illustration. Nothing naughty, you understand, just long legs and big smiles. Even your grannie could play this and not be offended. (Incidentally, Deputy Editor Julie Tolley claims that her gran owned a pack of cards like this).

Klondike looks good, but the gameplay leaves a bit to be desired. To move you click once on the card and then on the destination. I prefer it when you drag the card to its new home, but this is a minor quibble about an otherwise excellent game.

GAME



All of the *Klondike* cards feature their individual well-drawn Fifties girlie calendar-type illustrations.

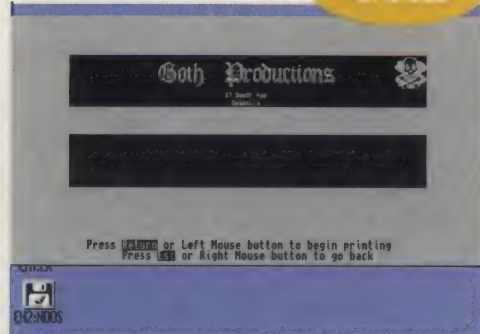


Even the *Klondike* title screen is lovingly drawn in 256 colours, and, like the rest of the game, looks excellent.

only. However, if you want to build up a good library of fonts quickly, this selection provides an excellent starting point. If you want to see what sort of fonts you can get, send an SAE to PD-Soft, and they'll send you a leaflet with examples of all the fonts on it.

PRINTMASTER WACK PD U118

UTIL



Printmaster won't replace your DTP program, but if you want to create quick designs it could be useful.

This program is designed to serve as a quick way to produce a variety of types of document, including headed paper, business cards, or greetings cards. It's a sort of Amiga equivalent of those machines you get in shopping arcades that print business cards. You can also use *Printmaster* to create calendars and banner prints, in the latter case the text is enlarged and spread over several sheets to produce the banner effect.

Also included with *Printmaster* is a simple graphic editor, which enables you to produce your own graphics. The program can also load in black and white IFF clip art. The results aren't particularly brilliant, but if you are looking for a program that produces results quickly, then *Printmaster* could be the one for you.

FMSYNTH ANGLIA PD FF895

MUSIC

The musical geniuses among you will no doubt be aware of the concept of FM synthesis, as used in the now legendary DX7 synthesiser. For those of us who don't know an arpeggio from an albatross, FM synthesis is a way of creating sounds by adding together various different signals.

As you may have guessed from the name, this involves modulating one waveform with another, and then adding further waveforms into this. I won't explain further (as us journalists say when we don't quite understand something ourselves).

Anyway, the basic gist of this program is that you can use it to create your own sounds using FM



Produce your own weird and wonderful sounds with the unpredictable FM synthesis method in *FMSynth*.

synthesis, and then save them out as samples. I'm informed by the experts on *Future Music* magazine that this is a fairly basic program, but it can produce some interesting noises, and there are plenty of examples supplied with the disks.

It can even produce chords or Fourier analyses of the sound produced, which give you details of the harmonics involved. Also included is the complete source code of the program, which was written by Christian Stiens in Oberon 2.

SMARTPLAY ANGLIA FF899

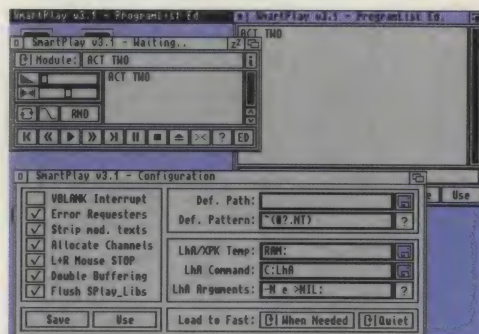
UTIL

SmartPlay is a module player, which should enable you to play more or less any module you care to name. It claims support for over 20 formats, and I certainly couldn't fault this. It tried every module I threw at, and it also supports automatic decom-

pression of modules which have been squashed with either Powerpacker or LHA (although the latter does need an external program to decompress the file). *SmartPlay* doesn't take much processing power, so you could use it in a demo which also involves playing an animation. It can also play a list of modules, or you can move through a list and choose which module you want to play.

Memory usage is low, and it will move everything into fast memory if there is any going. It's an excellent little program which should be widely used, and the author Peter Hjelt is constantly working on new versions, so any bugs should be fixed quickly.

Peter also wants to support more module formats, so if you've got one that you would like to see included, just E-Mail the author. The only drawback of *SmartPlay* is that it's Workbench 2 or above only, so you couldn't really use it on a self-booting disk for a demo.



SmartPlay is not only a very powerful song player, but it also supports a wide range of music programs.

TOP 10 GAMES & UTILITIES

Every month, we peruse the best seller lists of a prominent PD company to see which games and utilities are flavour of the month. This month, it's the turn of

SEASOFT COMPUTING

- 1 Kick 1.3
- 2 Numpad
- 3 AGA Tetris
- 4 D-Copy 3.1
- 5 OctaMED V5 (Demo)

- 6 Andy's WB3 Utilities
- 7 SID 2
- 8 AGA Klondike
- 9 Text Engine V4.1
- 10 Kickstart 2

WHERE TO GET THE DISKS IN THIS ISSUE

MAGNETIC FIELDS, PO Box 118, Preston, Lancashire, PR2 2AW, Tel: 0772 881190.

PD-SOFT, 6-8 Durham Road, Unit 2, Southend on Sea, Essex, SS2 4LU, Tel: 0702 466933.

WACK PD, 48 Emerson Avenue, Middlesbrough, Cleveland TS5 7QH.

ANGLIA PD, Anglia House, 115 Ranleigh Road, Felixstowe, Suffolk IP11 7HU, Tel: 0394 283494.

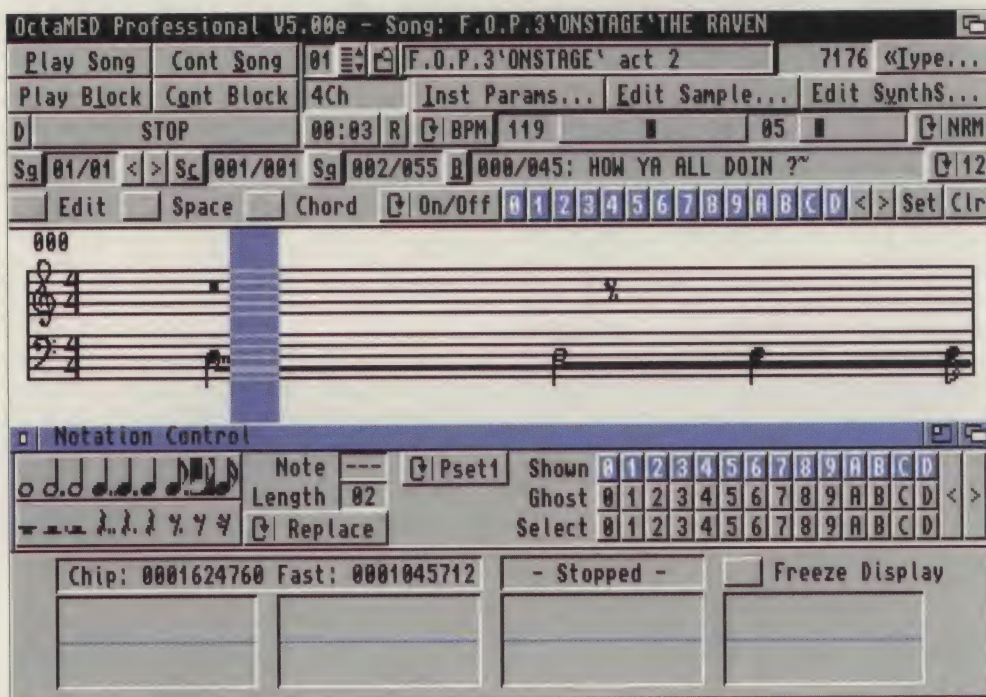
TELESCAN, Handsworth Road, Blackpool.

SEASOFT, The Business Centre, 80 Woodlands Ave, Rustington, West Sussex. Tel: 0903 850378.

YOUR CHOICE, Tel: 061 881 8994.

In terms of computers, the Amiga is maestro when it comes to music, and with programs like MED, it's always been simple to make your own sounds. Here Richard Baguley conducts us through the past, present and future of the premier Amiga music package.

PD Special



OctaMED Professional can view your songs in the conventional track listing mode or in a traditional notation format.

WAY BACK IN Autumn 1989, a chap named Teijo Kinnunen from Finland wrote a program called *MED*, which was the first really easy to use music program for the Amiga. Previous programs (such as the venerable *Soundtracker* and *Noisetraacker*) were powerful, but were not particularly easy to use.

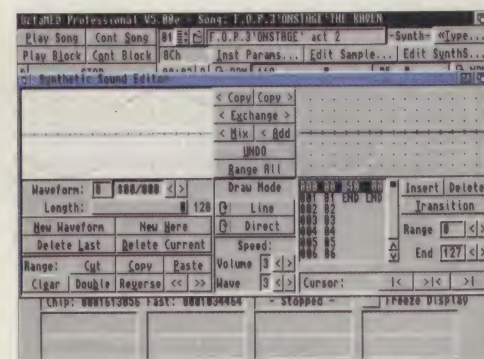
Since then, Teijo has been constantly refining the programs and producing new versions of the

software. In 1991, he released the first version of *OctaMED*, which used a clever bit of programming to enable the program to play two samples on the same sound channel, effectively giving eight channels of sound (four stereo channels). This results in a slight loss of quality, but since version four, *OctaMED* has included a high-quality mode which improves the performance, although it takes extra processing time.

In August 1991, *OctaMED* turned professional, with a host of new features and a redesigned interface. This program is now on version five, and is without doubt one of the most powerful music programs available on the Amiga, with extensive support for music played both through the Amiga's sound chip and MIDI instruments. The user interface for version five has also been completely redesigned and reprogrammed, making it much easier to use.

Teijo Kinnunen is currently completing his compulsory military service in his native Finland, which limits the amount of time he can spend writing the next version. He doesn't expect to have version six of *OctaMED Pro* completed until August 1994 at the earliest.

However, he hopes to tie this in with the new DSP chip, although the AA chip set, which will offer greatly improved sound facilities, should be widely available by then. In the meantime, *OctaMED* is a good way to produce some excellent music on your Amiga.



OctaMED can work with synth sounds, which are completely computer generated, as well as normal samples.

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This voucher entitles you to a £5 discount off the normal price (£31) of *OctaMED Professional* Version 5.

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PUBLIC DOMAIN JARGON BUSTED

The world of Public Domain is full of confusing terms and names. Here Amiga Format aims to demystify this world, so we now present an easy guide to common PD terms and names.

PUBLIC DOMAIN - Any software which is in the Public Domain (PD) can be copied and distributed by anybody, as long as no money beyond the cost of the disk changes hands. There are many companies that sell PD who advertise in AF, so read through the adverts in the following pages. Many PD companies will make up collections of programs with a specific theme or purpose, so if you need a certain type of program, check the adverts and phone around. You are also allowed to make copies of PD disks and distribute them to friends, again as long as you're not making a profit.

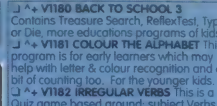
SHAREWARE - This means that the freely distributable version on the disk is disabled in some way, and the full version is obtainable by sending

a small sum to the author. Some people distribute the full version, but with the proviso that if you use the program regularly, you should send them a small registration fee.

LICENCEWARE - This is somewhere between PD and commercial programs, in that you are not allowed to distribute them, but they don't cost very much. A Licenceware disk will cost you under a fiver, but as a rule the quality of the programs is much higher than many PD programs.

FREWARE - With Freeware, there are no restrictions, and you can copy it as many times as you like, and pass it on to friends or upload it to bulletin boards.

PD Soft (AFSA) 1 BRYANT AVE, SOUTHEND-ON-SEA, ESSEX, SSI 2YT



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Steve Bradley takes a leisurely stroll through the garden of Public Domain delights and finds that it's blooming with rave music, Ford Capris, a peculiar Finnish fishing experience, a song called Sex Was Different, and a man called Professor Kinkel...

PD Demo Zone



It's just like having your very own Amiga jukebox, with this DJ Taurus demo, except you don't need 10 pences.



Old classics such as *Pissing On Heavens* and *Sex Was Different* are the order of the day on the Desert demo.



This beat is indeed technotronic. And why not? Desert is a veritable compendium of audio and visual delights.



The clock on the wall, tells the story of it all. This is the prelude to a ravey *Hysteria* track, and excellent it is too.

DJ TAURUS PD-SOFT, DISK 3200

DEMO

Included on this German sampling demo is the 2Unlimited tune that they use on *Grandstand* where Steve Rider, shortly before the 1.30 at Kempton Park stands up, punches the air and shouts: "Are you all ready for this?" This has got to be a good thing. Also included is a remixed version of the *Banana Boat Song* by the great Harry Belafonte and *Don't Talk Just Kiss* by classic English pop band Right Said Fred, minus the singer. This has also got to be good thing.

It's quite a polished little number and DJ Thunder promises more to come with the A1200 very much in mind. There are two screen options, the main one being the front view of a stereo where you can twiddle various knobs (using the mouse of course). Press V and the screen flickers madly (to denote 'Rave') causing all manner of seizures to occur (allegedly).

HYSTERIA (BY ANALOGY)

DEMO

PD-SOFT, DISK 3350,

Blake down the pub might quite reasonably ask: "What the hell's all that about?" A mixed bag (two disks) and no mistake, *Hysteria* includes strange cartoons, kaleidoscope effects and the obligatory 'rave' track with various garbled images. The intro music is also intensely grating. But no matter, one of the cartoons is vaguely amusing, and there's even an image which exhorts you, "Why not to have yet another Heineken" (they're Finnish). But I couldn't say 'Hello' in Finnish.

The rave track is better than the intro music and is accompanied by various flashing images which probably make a really good point about something hugely important. They include Nazi and anarchy symbols, training shoes, an army knife and a revolving head. And look out for the man called Professor Kinkel.

17-BIT SOFTWARE, SLIDESHOW, DISK 2657

SLIDE

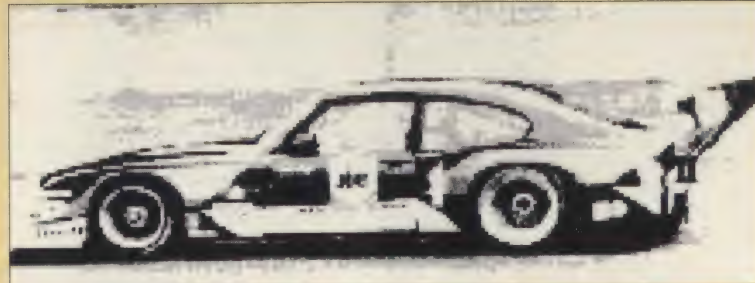
FORD CAPRI PART TWO - RACING TO VICTORY

Following on from the first Capri slideshow (reviewed AF51), *Racing To Victory* tells of the daring exploits of Capris on the racetrack. Combining diagrams and informal, but informative text, three decades are covered with Roger Clark's 1969 three litre, four wheel drive model featured heavily. Jackie Stewart and Emerson Fittipaldi are other famous drivers who have

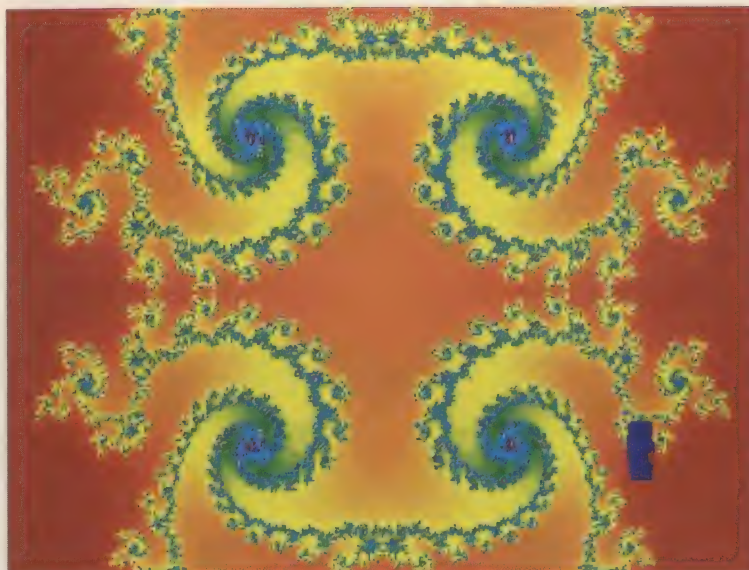
raced the little beauties and back in 1972, a Capri came a highly respectable eighth overall in the 24 hour Le Mans race. If all this doesn't quench your thirst for knowledge about all things Capri, then get in touch with the Capri Club International. Me, I always preferred the Vauxhall Viva Magnum (only joking chaps).



There aren't many Capris around these days, but now that Ford have launched a new model, look out for people with black slip-ons and white socks. Joke.



A racing Capri in glorious, full stride is simply a delight to see. Not that you can tell it's a Capri of course, with its body armour and stripes. The 2000 GT was much prettier.



You see this. This is what you can do with your A1200 (if you're a bright spark). *Point of Sale* is well worth a look if you need convincing of the capabilities of the great machine.

GNU

PD-SOFT, DISK 3196,

A four disk extravaganza from a Danish Ravemeister – what more could one ask for? The intro is excellent, informing us that “this is not another flying saucer scare”. And indeed, it is not. What it is, is a montage of kaleidoscopes, words and cartoons, with the obligatory flickery screen effects, backed by a pounding rave tune. There’s even a subliminal Coca Cola logo, and the odd flashing swearword. By disk four, it does become a bit repetitive, although it is, for the most part, rather impressive.

DESERT

PD-SOFT, DISK 3326,

Here we view a Compact Disc player with some delight. Six ‘ravey’ tunes are on offer, with names ranging from *Sex Was Different* to the enchanting *Pissing On Heavens*. You can pause the tracks, even stop and fast forward them. Unfortunately, the tunes start to grind after a while, although *In The Time* is a funky number. It’s Not as good as the *DJ Taurus* offering though.

HELIOPOLIS

TELESCAN COMPUTER SERVICES

The highlight of this excellent little demo is a beautifully drawn animation sequence where a man goes fishing, attempts to catch a fish, only to see the fish take off with his rod, whereupon he curses wildly (it’s Finnish, so I’m not sure what he mutters). From here on in, there are a series of visual effects, all of which are highly polished, from 3D canyons to kaleidoscopic dots. Recommended.

POINT OF SALE

TELESCAN COMPUTER SERVICES

This is a flowing set of visuals with a soundtrack in the background for no other reason than it’s better than total silence. Using the Commodore logo in various guises, the demo cleverly shows off the remarkable graphic capabilities of the Amiga’s AGA chipset. In fact, such is the quality of the graphics, that *Point of Sale* is used in France to sell the A1200. Visually rewarding.



The prelude to this *Heliopolis* scene is the bloke losing his rod to a big fish. And does the air turn blue? Check out the quality of this, you won’t be disappointed.

MEGA MODULES – THE WARRIORS

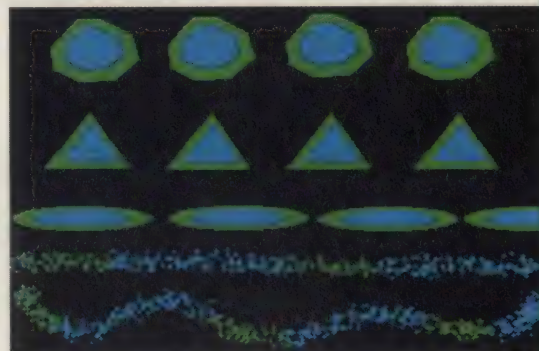
PD-SOFT, DISK 3206,

My mate Rolf was once in a band. Towards the end of their first ever gig he opined: “Music is my life”. Only, some wag at the back shouted: “You must have a pretty crap life then”. Unfair I know, but very funny. Reminiscences aside, *The Warriors* is a collection of six tunes which will improve your life to an erm, let’s say, unquantifiable degree.

Not only are there tunes, but if you press certain keys, you get Trippy Screens. These consist of lots of flickers, and coloured squares and triangles. Although it is not perhaps, the most inspiring demo of the month, it should appeal to those who like the tunes.



“This is not another flying saucer scare,” said the floating upside-down head. “It’s a flying head scare.” Oh really.



‘Trippy Screens’ are the order of the day in *The Warriors*. The last trip I had was a wet one to Mablethorpe.



The chap from *The Warriors* is probably a superhero, come to save us from folk who produce rave demos.

TOP 10 DEMOS

Every month we scour the PD world for a top 10 from a prominent company. This month the chart comes from

TELESCAN COMPUTER SERVICES

1	Bodyshop 2	AGA	6	Extension	Demo
2	Vomit	Demo	7	Subtle Shades	Demo
3	Point of Sale AGA	Demo	8	Rink-a-dink	Demo
4	Revelation	Slideshow	9	Technological Death	Demo
5	Mindwarp AGA	Demo	10	Retina Euro 1	Demo

WHERE TO GET THE DISKS IN THIS ISSUE

PD-SOFT, 1 Bryant Avenue,
Southend-on-Sea,
Essex SS1 2YD
(0702) 466933

17-BIT SOFTWARE, 1st Floor
Offices, 2/8 Market Street,
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- +2735 IconsPlus #2
- +2734 IconsPlus #1
- +2733 (AB) Lunchtime Disk Mag #4
- +2732 Ami-Logo (language)
- +2731 Exit 13 Game
- +2730 Church Music Modules!!
- +2729 Amy PD Review #4
- +2728 Teletitle V2 (Lowres)
- +2727 Teletitle V2 (Hires)
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- +2714 Magic Factory Slideshow #2
- +2713 Util Disk Maker V3.0
- +2712 MenuMaster III
- +2711 Intense Game
- +2710 Spectrum Emulator V1.7
- +2709 Magic Factory Slideshow
- +2708 Super Pong
- +2707 Numtris
- +2706 Viewtek V1.5
- +2705 RD Prep
- +2704 HotBlox
- +2703 Reversi II
- +2702 Pools Wizard Jrn
- +2710 Entity
- +2699 PP Mini Cruncher
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NEW PRICING STRUCTURE

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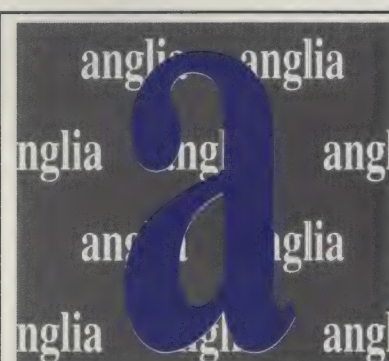
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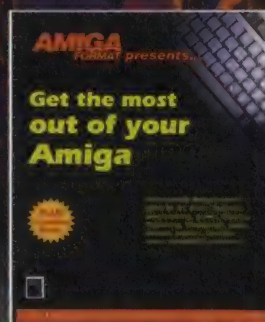
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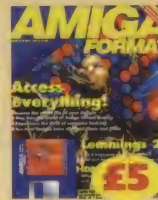
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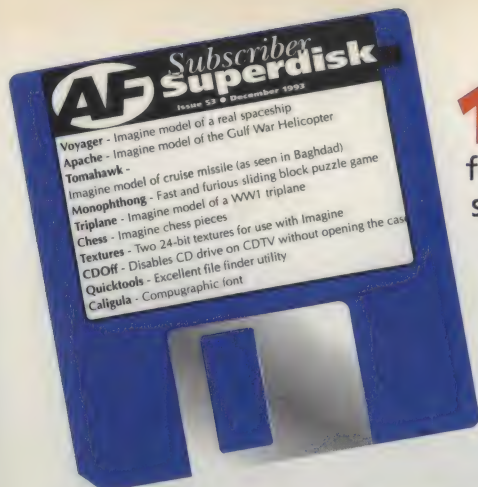
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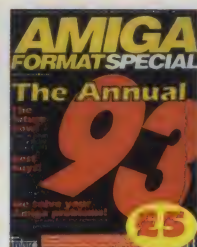
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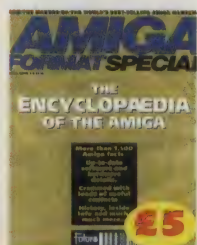
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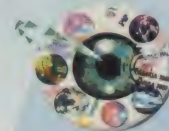


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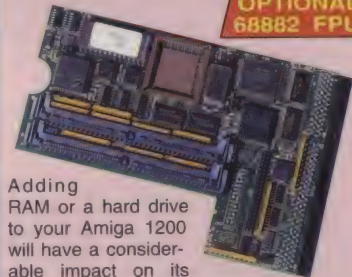
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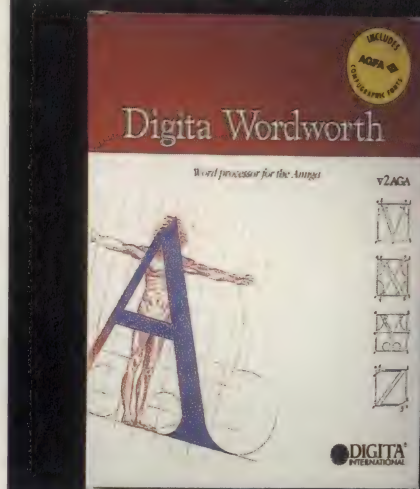
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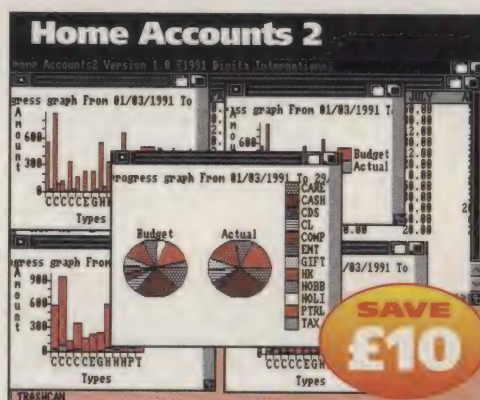
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BLITZ BASIC

This month Simon Armstrong features an editor for the iso-blaster project and more commands to keep you experimenting with Blitz2 on last issue's Coverdisk.

WHOOOPS!

A couple of errors crept into last month's Blitz Basic listings. These are as follows:

MONSTA'S IN THE DUNGEON

In the subroutine labelled `yourmove`, the following lines were wrong:

```
Case "U":If map(myx,myy-1) Then myy-1: up
Case "D":If map(myx,myy+1) Then myy+1: down
Case "L":If map(myx-1,myy) Then myx-1: left
Case "R":If map(myx+1,myy) Then myx+1: right
```

They should read:

```
Case "U":If map(myx,myy-1)=0 Then myy-1: up
Case "D":If map(myx,myy+1)=0 Then myy+1: down
Case "L":If map(myx-1,myy)=0 Then myx-1: left
Case "R":If map(myx+1,myy)=0 Then myx+1: right
```

In the Dungeon Editor program, the line three thirds of the way down the first column which reads:

```
If GadgetHit
```

Should read:

```
If GadgetHit<2
```

Our apologies for any inconvenience this may have caused.

ADDING BLOCKS TO ISO-BLASTER



The ISO-ED drawer contains a `blocks.iff` screen and a `blocks.shapes` file. To add more blocks all you have to do is to load

the `blocks.iff` screen into `DPaint` in 320 x 256 x 8 colour mode and edit away. Then just crank up the `ShapesMaker` program in the code drawer (load source into Blitz2 and compile/run).

The `ShapesMaker` program allows you to load any IFF page and convert it to a shapes file which Blitz2 can read. When laying out frames of animation or blocks such as the ones above, `ShapesMaker` can be used to quickly create a file of multiple shapes which can then be loaded into Blitz2 programs using `LoadShapes`.

If you do add some shapes be sure to increment the `#numshapes` constant at the top of the editor.

ISOBLASTER MAP EDITOR V0.1 BY SIMON ARMSTRONG

```
DEFTYPE .w ;all variables default to integer type
MaxLen pa$=160 ;fix length of strings for use with Blitz2
MaxLen fi$=64 ;filerequester
```

```
NEWTTYPE .block ;information for each block
btype.w:bheight
End NEWTYPE
```

```
Dim map.block(63,63) ;the array to hold all the blocks
```

```
#numshapes=3 ;number of shapes in blocks.shapes file
#size=64*64*SizeOf.block ;size of array for loading & saving
```

; the following macros are the same as functions returning
; the screen position of the 3D isometric coordinate ('1','2','3')

```
Macro px 320+('1'-2) ASL 4:End Macro
Macro py -160+('1'+1+2+2-3) ASL 2:End Macro
Macro pp 320+('1'-2) ASL 4,py -160+('1'+1+2+2-3) ASL 2:End Macro
```

```
BitMap 0,640,512,3 ;8 color hires lace bitmap
```

```
Buffer 0,1024 ;buffer to undo buffer blits
```

```
LoadShapes 0,"blocks.shapes" ;tiles for the ground
LoadPalette 0,"blocks.iff" ;palette for background
```

```
Screen 0,0,0,640,512,3,$8004,"ISO EDITOR",1,2,0
```

THE USER INTERFACE

This listing proves just how powerful Blitz2 is for developing solid in-house editors used by all professional game developers. Often the ease of use and flexibility of the game editor will allow the coder to pass on design tasks to others enabling them to concentrate on the things they do best. The editor Paul Andrews (Vision Software) knocked together in Blitz2 for *Woody's World* meant he could get back to his assembler leaving others the task of designing the biggest platformer ever.

Because the user interface is written with Blitz2's Intuition commands it will quite happily multitask with other utilities. The first Menu is the standard Project menu as covered last month. The second Mode menu allows the user to toggle between Draw and Adjust modes of editing. The third Blocks menu enables the user to select from the available 3D blocks, I have detailed how to add more blocks later in this article.

To achieve the toggling selection in the Mode menu, the values 2 and 4 are used in the flags field of the MenuItem command. A 2 means the item is mutually exclusive and so will turn off when another item is selected. A 4 is used for the item that is initially on.

Another nice feature of Blitz2 is the way shapes can be used in menus and gadgets. The Blocks menu uses the actual shapes available using the `Shapeltem` command.

MOUSE MOVEMENTS

For a program to multitask properly it must spend most of its time asleep only waking when an event arrives through one of its Windows (such as a cricket ball). Because we really need a cursor that follows the mouse around the screen we have to ask for all mouse movements (unless of course they are of the vindaloo variety). Anyway, by using the `AddIDCMP` command as described below we can wake up whenever the user moves the mouse and

Use Palette 0

```
MenuTitle 0,0,"PROJECT"
MenuItem 0,0,0,0,"LOAD" ;"L"
MenuItem 0,0,0,1,"SAVE" ;"S"
MenuItem 0,0,0,2,"REDRAW" ;"R"
MenuItem 0,0,0,3,"QUIT" ;"Q"
```

```
MenuTitle 0,1,"MODE"
MenuItem 0,4,1,0,"DRAW" ;"D"
MenuItem 0,2,1,1,"ADJUST" ;"A"
MenuItem 0,2,1,2,"GROUP" ;"G"
MenuItem 0,2,1,3,"JOIN" ;"J"
```

```
MenuTitle 0,2,"BLOCKS"
For i=0 To #numshapes
Handle i,ShapeWidth(i)/2,ShapeHeight(i)
Shapeltem 0,0,2,i
```

Next

```
AddIDCMP $10 ;tell window to report mouse movements (smelly!)
```

```
Window 0,0,0,640,512,$1800,"",1,2 ;dummy window
SetMenu 0 ;to attach menu system to
```

```
Gosub clearmap:Gosub drawmap:cb=1
```

```
BBlitMode $f3a ;when doing buffer blits invert colors
```

; MAIN LOOP IS HERE, HANDLES MENUS, MOUSE BUTTONS AND MOVEMENTS

Repeat

update our isometric cursor. The cursor is drawn using a buffer blit so we can move it around the screen without destroying the background bitmap. To calculate where in the 3D world our cursor is positioned I first need to explain some small changes I've made to the co-ordinate system...

THE NEW MAP FORMAT

The map for our iso game is now a 2D array of block types. Currently the information stored in a .block is the \btype and \bheight fields.

Carrying on from last issue, the isoblaster game is set on an isometric grid enabling us to use 3 dimensions to escape from the norm of flat 2D horizontal/vertical based games. To calculate the screen position of an object in "3D space" using this perspective involves two simple calculations:

- i.
 $sx = 320 + 16x - 16y$
- ii.
 $sy = -160 + 8x + 8y - 4z$

I have modified the offsets so now the origin (0,0,0) is way above the top of screen and we need an array of 64 x 64 blocks to cover the entire 640 x 512 bitmap. The clearmap routine sets all blocks to 1 and also means that any blocks outside the bitmap are given a code of -1 meaning they can't be drawn.

The findblock routine must take a screen co-ordinate and work out which block is drawn on the screen. This means that we have values for the sx and sy values (above) and have to calculate x,y and z values. If we let z=0 then we can solve the equation because it has only two unknowns (Oh no, not more maths again Simon!)

Sorry kids, but this has to be the easiest equation to solve as far as unknowns go. If you subtract 2 lots of ii from i you get a value for y and if you add 2 lots of ii to i then you get a function for x. Don't forget we're going to loop through z because we don't know which blocks are at what height until we ask (see .findblock routine).

USING ISO-ED

The Draw mode means you can change blocks to the current selection by dragging the mouse around the map. The Adjust mode is similar but dragging the mouse lets you alter the height of the block. Things that need adding are of course a decent selection of isometric blocks and extra modes

Continued overleaf

HANDLING INTUITION EVENTS



Mouse was Clicked - \$8
 Mouse has moved - \$10
 Gadget has been pressed down - \$20
 Gadget has been released - \$40
 Menu selected - \$100
 Window Has been closed - \$200
 KeyPress has been detected - \$400
 Disk Inserted - \$1000
 Window Activated - \$40000
 Window DeActivated - \$80000

Before opening a Window in Blitz2 you are able to tell the system what Events you will be wanting to hear about from that Window. A more thorough list of events and codes is listed here than we were able to run last month:

Window has been sized - \$2
 Window has been corrupted - \$4

The DefaultIDCMP command can be used to limit the number of events that Windows receive, and must be used before a Window is created using the sum of all codes required. All of the above events, with the exception of those marked, are standard if no DefaultIDCMP or AddIDCMP commands are used before the Window is opened.

BUFFER BLITS



Once shapes and graphics are loaded by your program, Blitz2 has a number of commands to place them on the screen, all these commands use the Amiga's blitter chip and are hence called the Blit commands. Buffer blits are used for blitting shapes to a bitmap if the bitmap needs to be restored when the blit "moves on". The following commands are used to implement buffer blits:

Buffer Buffer#,MemorySize; allocate memory for a buffer to hold background data.
 BBlit Buffer#,Shape#,X,Y; blit a shape to a bitmap storing background in buffer
 UnBuffer Buffer#; restore all background regions destroyed by BBlits
 BBlitMode BlitCon0; Special control over blitter when used for buffer blits

```
ev.l=WaitEvent
Select ev
Case $100
  If MenuHit=0 AND ItemHit=0 Then Gosub doload:Gosub drawmap
  If MenuHit=0 AND ItemHit=1 Then Gosub dosave
  If MenuHit=0 AND ItemHit=2 Then Gosub drawmap
  If MenuHit=0 AND ItemHit=3 Then SaveScreen 0,"ram:ty": End
  If MenuHit=1 Then mode=ItemHit
  If MenuHit=2 Then cb=ItemHit
Case $8
  If mode=0 Then Gosub colorblock
  If mode=1 Then Gosub moveblock
  If mode=2 Then Gosub group
  If mode=3 Then Gosub join
  Gosub drawmap
Case $10
  Gosub isocursor
End Select
Forever

.group:
  Gosub getxyzxyz ;get two points when user drags mouse
  For yy=y To y1:For xx=x To x1 ;then colour them all in the same
    map(xx,yy)\bheight=z1:num:z1+dz
  Next xx,yy:Return

.join:
  Gosub getxyzxyz ;get two points from user
  z1=map(x,y)\bheight ;work out topleft and botright height
  z2=map(x1,y1)\bheight
  dz=z2-z1:num=(y1-y+1)*(x1-x+1)-1:z1*num
  If num=0 Then Return
```

```
For yy=y To y1:For xx=x To x1 ;adjust height using integer maths
  map(xx,yy)\bheight=z1:num:z1+dz
Next xx,yy:Return
```

```
.getxyzxyz
  Gosub findblock:x1=x:y1=y:z1=z ;let user drag select two points
Repeat
  Line !pp(x1,y1,z1)-12,!pp(x,y,z)-12,-1:ev.l=WaitEvent
  Line !pp(x1,y1,z1)-12,!pp(x,y,z)-12,-1:Gosub findblock
Until ev
UnBuffer 0
If x1Then Exchange x1,x
If y1Then Exchange y1,y
Return
```

```
.isocursor
  Gosub findblock:UnBuffer 0
  If map(x,y)\btype>-1 Then BBlit 0,cb,!px(x,y,z),!py(x,y,z)
  Return
```

```
.moveblock
  Gosub findblock
  USEPATH map(x,y)
  If \btype>-1 ;if block is on bitmap
    cy=!py(x,y,0) ;get current height
    Repeat ;then let user adjust height
      ev.l=WaitEvent
      z=QLimit((cy-SMouseY)/4,0,16)
      UnBuffer 0:BBlit 0,cb,!px(x,y,z),!py(x,y,z)
    Until ev
    UnBuffer 0:\btype=cb,z
    For i=1 To z:Blit
```

Continued overleaf

that allow you to operate on rectangular areas of blocks rather than one at a time. I also want more control of height so you can create pathways that climb then level out with ease. Some more maths could be used for domes and other contours, just remember that blocks with code -1 cannot be changed.

Once again, space constraints mean that I can only deliver a working shell, and the features that make it all happen are left up to those with the inclination to experiment with. If you do come up with some functions for the program please send them in to me. Now that this column has become a regular feature of *Amiga Format* (if I can stop missing those pesky deadlines, that is) there's going to be space on the Coverdisk for a few thousand bytes of good Blitz Basic code, and who knows, you might even get a free Blitz2 package for your efforts...

PROGRAM STARTUP



Blitz2 has several commands for controlling the way in which programs start up as well as the way in which they gain access to important system calls which are also sometimes necessary. Also, developers are able to enter a dummy CLI Argument string using the requester found in Ted's compiler options menu. The commands include:

WBStartUp: enable compiled programs to be

launched from Workbench (you'll also need to get hold of a copy of Blitz2 to create standalone programs!).

NumPars: returns number of parameters or tools passed to your program.

.Par\$(parameter#): returns actual parameter

CloseEd: for low memory situations to free up Blitz2 screen when developing.

NoCLI: tell Blitz2 not to open open a default CLI when developing code

Two other very important and extremely useful commands are the system calls **CloseWorkBench_** and **OpenWorkBench_** which enable Blitz2 programs to acquire rights to even more of your Amiga's valuable memory.

SOUND



Blitz2 is capable of loading and playing any standard IFF sound sample as well as music modules in both soundtracker and Med formats. The following are some of the commands for accessing these features:

To load a sample from disk:
LoadSound Sound#,FileName\$
To play a loaded sample: Sound
Sound#,ChannelMask[,Vol1[,Vol2...]]

To play a sample directly from disk: DiskPlay FileName\$,ChannelMask

To load a soundtracker module: LoadModule Module#,FileName\$

To play a soundtracker module: PlayModule Module#

The ChannelMask refers to which of the four Amiga sound channels you wish to use. the four channels have values 1,2,4 and 8. Add the values together to play the sound from more than one channel at once.

To play Med modules three commands are required:

To load a Med module: LoadMedModule Med#,FileName\$

To begin playing a Med module: StartMedModule Med#

To play a Med module: PlayMed

The PlayMed command must be called every 50th of a second for most modules and hence requires slightly more programming than tracker modules:

```
LoadMedModule 0,"filename"
StartMedModule
While Joyb(0)=0 ;wait for mouse button
```

VWait

```
PlayMed
Wend
End
```

Of course, these are only a few of the many commands available for manipulating sound in Blitz2.

```
\btype,!px(x,y,i),!py(x,y,i):Next
```

```
EndIf
```

```
Return
```

```
.colorblock
```

```
UnBuffer 0
```

```
Repeat
```

```
ev.l=WaitEvent
```

```
;let user paint blocks willy nilly
```

```
Gosub findblock
```

```
;which block are they pointing to
```

```
If map(x,y)\btype>-1
```

```
;is it a legal block
```

```
map(x,y)\btype=cb
```

```
;yes then set and draw
```

```
Blit cb,!px(x,y,z),!py(x,y,z)
```

```
EndIf
```

```
Until ev
```

```
Return
```

```
.findblock
```

```
z=16:sx=SMouseX:sy=SMouseY+16+z*4
```

```
Repeat
```

```
;loop up from below
```

```
x=Int((sx+sy+sy-0) ASR 5)
```

```
;solve the isometric equation
```

```
y=Int((sy+sy-sx+640) ASR 5)
```

```
;calculating x,y
```

```
If map(x,y)\bheight=z Then Return
```

```
;has below got right height?
```

```
z-1:sy-4
```

```
;no then loop up
```

```
Until z=-1
```

```
x=0:y=0
```

```
Return
```

```
.drawmap:
```

```
Clis
```

```
For x=0 To 63:For y=0 To 63
```

```
;draw from back to front
```

```
b=map(x,y)\btype
```

```
If b>0
```

```
For z=1 To map(x,y)\bheight:Blit b,!px(x,y,z),!py(x,y,z):Next
```

```
EndIf
```

```
Next y,x
```

```
Return
```

```
.clearmap .....;if block's completely on bitmap set 1,1 else make illegal
```

```
For x=0 To 63:For y=0 To 63
```

```
If RectsHit(!px(x,y,0),!py(x,y,0),32,32,32,128,640-64,512-128)
```

```
map(x,y)\btype=1,1
```

```
Else
```

```
map(x,y)\btype=-1
```

```
EndIf
```

```
Next y,x
```

```
Return
```

```
.doload
```

```
a$=FileRequest$("LOAD MAP",pa$,fi$) .....;do a file request
```

```
If ReadFile(0,a$) .....;if file there
```

```
If Lof(0)=#size Then ReadMem 0,&map(0,0),#size .....;read it into map
```

```
CloseFile 0 .....;array (raw!)
```

```
EndIf
```

```
Return
```

```
.dosave
```

```
a$=FileRequest$("SAVE MAP",pa$,fi$)
```

```
If WriteFile(0,a$)
```

```
WriteMem 0,&map(0,0),#size:CloseFile 0 .....;write array to file raw
```

```
EndIf
```

```
Return
```


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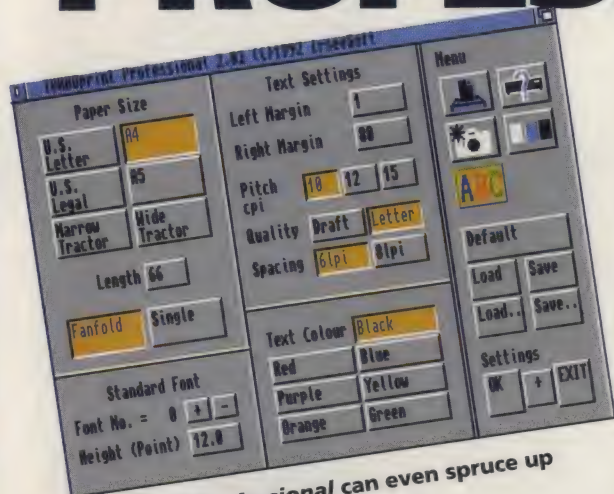
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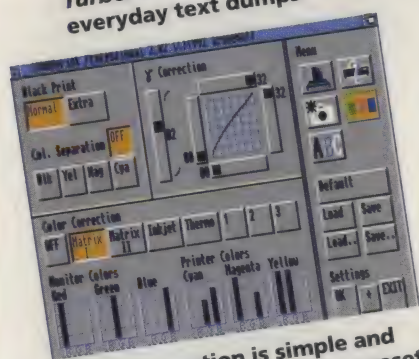
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LBP-4,8III 100x100dpi
LBP-4,8III 150x150dpi
LBP-4,8III 300x300dpi
LBP-4,8 075x075dpi
LBP-4,8 100x100dpi
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LBP-8II 100x100dpi
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PJ-1080A 080x080dpi

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EXIFILX.m
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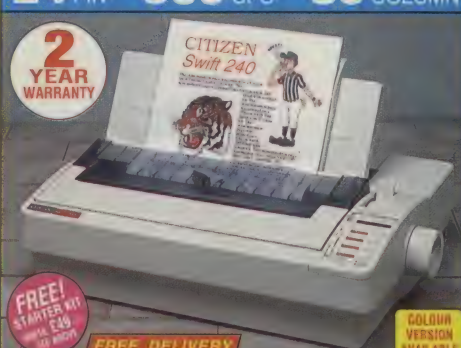


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• Graphics Resolution: 240 x 216dpi
• Epson and IBM Emulation
• Pull tractor & bottom feed
• FREE Silica Printer Starter Kit

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24 PIN 300 CPS 80 COLUMN



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• Epson, IBM, NEC P20 & CEL Emulations
• Quarter Printing Facility
• Auto Set Facility - Bi-directional I/F
• Auto Emulation Detection
• Ultra Quiet Mode - 43dB(A)
• Colour Printing Standard - Swift 240C
• Colour Printing Optional - Swift 240
• FREE Silica Printer Starter Kit

SWIFT 240 MONO
RRP £339
STARTER KIT £49
TOTAL VALUE: £388
SAVING: £189
SILICA PRICE: £199
+VAT=£233.83 - PRI 2560

SWIFT 240C COLOUR
RRP £359
STARTER KIT £49
TOTAL VALUE: £408
SAVING: £189
SILICA PRICE: £219
+VAT=£257.33 - PRI 2571

9 PIN 240 CPS 80 COLUMN

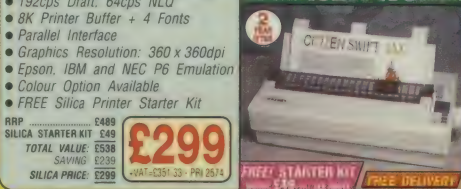


2 YEAR WARRANTY
FREE STARTER KIT (incl. £49 value)
FREE DELIVERY
• Citizen Swift 90 - 9 pin - 80 column
• 240cps SD 110cpi/192cps Draft, 48cps NLO
• 8K Printer Buffer
• 6 Fonts Built-in
• Parallel Interface
• Graphics Resolution: 240 x 216dpi
• Epson and IBM Emulation
• Auto Set Facility
• Ultra Quiet Mode - 45dB(A)
• Advanced Paper Handling
• Colour Printing Standard - Swift 90C
• Colour Printing Optional - Swift 90
• FREE Silica Printer Starter Kit

SWIFT 90 MONO
RRP £199
STARTER KIT £49
TOTAL VALUE: £248
SAVING: £109
SILICA PRICE: £139
+VAT=£163.33 - PRI 2290

SWIFT 90C COLOUR
RRP £219
STARTER KIT £49
TOTAL VALUE: £268
SAVING: £119
SILICA PRICE: £149
+VAT=£175.08 - PRI 2297

24 PIN 192 CPS 136 COLUMN



2 YEAR WARRANTY
FREE STARTER KIT (incl. £49 value)
FREE DELIVERY
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• 192cps Draft, 64cps NLO
• 8K Printer Buffer + 4 Fonts
• Parallel Interface
• Graphics Resolution: 360 x 360dpi
• Epson, IBM and NEC P6 Emulation
• Colour Option Available
• FREE Silica Printer Starter Kit

RRP £489
SILICA STARTER KIT £49
TOTAL VALUE: £538
SAVING: £126
SILICA PRICE: £299
+VAT=£351.33 - PRI 2674

9 PIN 64 CPS 80 COLUMN



2 YEAR WARRANTY
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FREE DELIVERY
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• Non-impact Printing on Plain Paper
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• Parallel Interface
• Graphics Res: 360 x 360dpi
• Epson, IBM, NEC P6 & Citizen Emulation
• Power: Mains, Battery or Car Adaptor

RRP £325
TOTAL VALUE: £325
SAVING: £126
SILICA PRICE: £199
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WorkBENCH

Whatever your problem (as long as it is Amiga-related) we are here to solve it. Scribble down your woes and send them off to us at: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



A hard drive is a crucial step towards true oneness with your machine, and the HD8 is a steal at current prices.

WHY BOTHER?

From: James Kippase, Burnley, Lancs.

I am thinking of buying an HD8 42Mb drive for use with my A500, but I'm not entirely certain what it does. The only thing I know is that you can store games in the memory. Please could you tell me the other features of this device and whether you think it is worth buying one.

The HD8 is a hard drive. A hard drive is a mass-storage device, which works just like your floppy drive apart from two important things. The first is that it is bigger. A 42Mb drive will be able to store 50 times more than a normal floppy disk, all in the same place without having to change disks. This also means that you can install software, so that multi-disk games or applications can run off the hard disk without any need to swap disks.

The second advantage is speed. Hard drives are a lot faster, with transfer rates of about 1,250,000 bytes per second as opposed to about 23,000 on a floppy drive. Not all games will work directly from a hard disk, although most modern

multiple-disk games can be installed in some way or another. A hard disk is most useful for applications software and using Workbench.

At the moment the HD8 is a bit of a bargain (you should be able to pick one up for £199, try Silica on 081-309 1111) but it won't last that long, so if you can afford the cash I'd buy now!

DRIVE DILEMMA

From: Ben Durrant, Harwich, Essex.

I write to you in the hope that you can solve a rather serious problem concerning a hard drive I use with my A1200. Basically, when I save information to the drive it gets as far as the 170th kilobyte and then the data is corrupted and some extra information is added to the end of the file. As a result all of my programs which exceed 170K are either corrupt or refuse to run.

Is there any fault with the drive or am I just doing something wrong? I have a fair amount of knowledge of AmigaDos and I've tried absolutely everything. Please help.

Hmmm, this is a bit tricky. The symptoms you describe immediately say to me cabling problems. Did you install the drive yourself? Did you use the right cable? It is certainly worth getting in touch with the company who supplied you with the drive to check that you have cabled it correctly. There isn't usually a problem because the Amiga's interface uses the same cable as found on some portable PCs.

It doesn't sound like a physical drive defect, which may affect one program, but it would be a very bizarre physical error that would cause all

Continued overleaf

IF YOU HAVE A QUERY...



Nick Veitch

At Amiga Format we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- Frequency. If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- Difficulty. If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- Impact. Quite simply, a question which involves you not being able to use your machine or some peripheral or software at all will be given a higher priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved in it). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you can understand, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail as best you can the actual problem.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench you are using and which model of Amiga you have).
- Make sure your question is relevant, and wouldn't be more easily solved by the dealer you bought the goods from.

DON'T

- Tell us all about your aunty Ethel for three pages and then explain your problem.
- Write in with questions like "I added a hard-drive to my machine and it doesn't work - what should I do?". (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

UPGRADE WORRIES



If you want answers about the new CD³², then read on...

From: Paul Jordan, Sheffield.

I am intending to add a RAM expansion to my A1200, and possibly an accelerator as well. The trouble is that I would also like to get the CD upgrade when it appears, so I wonder if you could answer these questions:

1. Is the Commodore CD-ROM drive going to use the trapdoor expansion? If so, will it have a

through port to allow other devices to be attached?

2. Is the drive going to have a custom controller or will it be a plain SCSI drive?

3. If there is no through port on the CD drive, will EMC's trapdoor doubler allow me to use both the CD and an accelerator?

4. Will the AKIKO chip be included with the CD interface?

5. Will the A520 modulator work with the A1200. The internal one seems to be rather poor quality?

There are some good questions there, let's see if I can come up with some good answers.

1. It would be a little too much to expect the trapdoor CD drive to have a through port because you won't have much trapdoor left to put anything in.

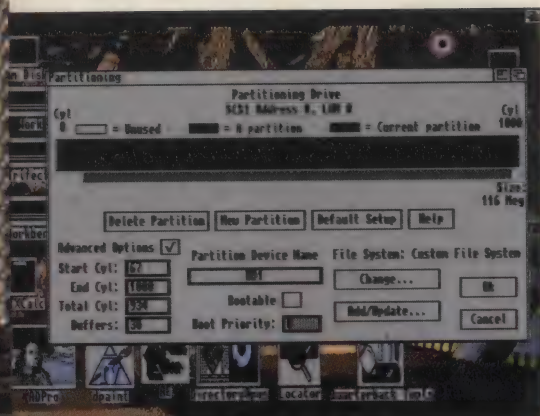
2. To fully emulate the CD³², the

device will have to be of a custom design. This does not mean that you won't be able to access standard ISO9660 CD-ROM disks with it, but access may be restricted.

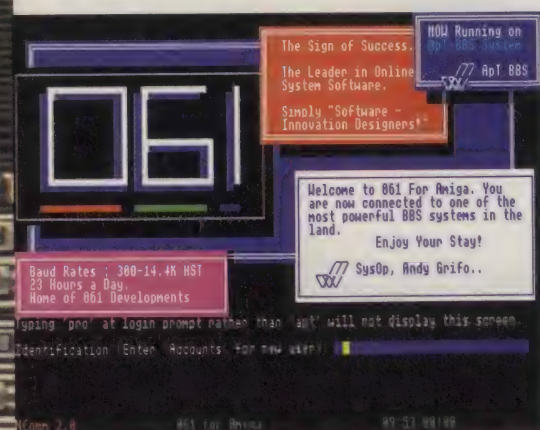
3. Having not used it in conjunction with the devices in question (mainly because one of them doesn't exist yet), it is a little difficult to say. It seems likely that it would, but under true CD³² emulation the faster processor may not function to its limits and the RAM will not be of any great use.

4. Yes.

5. Yes, the A520 will work with any Amiga, it simply connects to the RGB port. However, the A520 is not the world's most perfect modulator either, and it may be difficult to get hold of now that it is redundant.



HDToolbox, which is provided with Workbench 2 and over, may not save your life as such, but it could certainly save your data.



When you buy a modem the world of comms and instant access PD software opens up before you, but only if you know what you are doing.

data on files over 170K to become corrupt. However, a cabling error would more than likely have shown up when you tried to format the drive in the first place – unless it arrived pre-formatted. In this case, I suggest you get out *HDToolbox* and reformat it (a low-level format shouldn't be necessary). Either that or send it back.

BOOT ME

From: Jurgen Borg, Naxxan, Malta.

I have written several programs in AmigaBasic. Now I would like to put them on a self-booting disk. I know that to do this I need to write a sort of script program with AmigaDos, however I don't know what to write. Could you please tell me what I need to do?

For a disk to boot, all that you need to do is install it and give it a startup-sequence. To install the disk just type the following:

Install NAME:

where NAME is the name of your disk. Next you have to create a new directory on the disk called 's' and then create a file in that directory called 'startup-sequence'.

The startup-sequence is just an ASCII file containing a list of AmigaDOS instructions that will be executed when the disk boots up. If you wanted to automatically load *AmigaBasic* for example, your startup-sequence might simply read:

AmigaBasic

Presuming the *AmigaBasic* program is on the disk, it will run automatically and you can load in the programs you want.

MODEM LINKS

From: Jamie Dickenson, Monk Bretton, Barnsley.

I have recently acquired a DSL 2123 dual standard modem and I would be grateful if you could answer the following questions.

1. How is it possible to find a BBS in your local area (to save on the phone bills)?
2. Is it possible to find out if a BBS is on a premium rate or a normal phone line?
3. Could you please explain what happens and what you have to do when you actually get online.

OK then. The best way to find out about local bulletin boards is to contact any board and post a message asking about BBS systems running in your area. Most boards are part of a mail network such as Fidonet, and will have details on many other BBS systems throughout the country and quite often, throughout other countries too.

With very rare exceptions, bulletin boards in this country tend to be run by (reasonably) normal people from home. They tend to use the standard phone lines, because installing an 0898 number would be much too expensive and nobody would call them up.

The only additional costs are when you subscribe for access rights to a major board or network such as CiX or Compuserve. In these cases you will be billed separately by the company concerned for the time you have spent on-line, but the charges will be explained to you if you attempt to join one of these services.

When connected to a BBS, your computer just acts like a terminal. What you type in is sent to the host system, and what it sends you back is displayed as text on your screen. Normally when you first log on to a BBS system you will have to 'fill in'

AMOS ANSWERS

THIS MONTH I have received an unprecedented number of letters asking me to explain all sorts of strange error messages. You know who you are – so I have decided to give you as complete a list as I possible can of all the nasty messages which you are likely to come across using Amos and Easy Amos. Here they all are then, with the error code numbers associated with them in brackets:

- (25) **Address error.** This happens because you cannot access odd-numbered memory addresses with the Deek, Leek, Doke or Loke commands. They must always be even.
- (28) **Array already dimensioned.** You have tried to use an array with the DIM command that has been DIMed once already. Don't do it again.
- (30) **Bad IFF format.** You can only load proper IFF screen files into memory. Check that the file you are trying to load hasn't been crunched.

- (35) **Bank already reserved.** You have tried to create a memory bank that already exists.
- (36) **Bank not reserved.** You are trying to access a memory bank which you have not yet reserved. This can result from trying to select a bank or from using commands such as SAMPLAY.
- (65) **Block Not Found.** You cannot use a block until you have defined it. You need to use GET-BLOCK first.
- (68) **Bob not defined.** You can't use any of the BOB commands, like PASTE, without defining the BOB first.
- (32) **Can't fit picture in current screen.** You are trying to load a picture into a screen which isn't big enough. Try loading into a new screen with: LOAD IFF "picture".n, where n is 0 to 7 and AMOS will automatically select the correct screen size.
- (4) **Can't resume to a label.** You can't use the RESUME label inside an error procedure.

- (86) **Device not available.** You have tried to access a device which the Amiga currently can't find. This can happen if you take disks out when the program is not expecting it.
- (85) **Directory not empty.** You may only delete directories that still contain files by using KILL.
- (80) **Directory not found.** The directory you are trying to access isn't there after all.
- (88) **Disk full.** Guess what?
- (83) **Disk not validated.** The Amiga is having some problems with the disk you are trying to use. Try accessing the data from Workbench just to check that it is working properly.
- (84) **Disk is write-protected.** The little plastic tab on your disk is not covering the hole.
- (20) **Division by zero.** Without going into non-euclidian space, and discussing aleph null, it is impossible to divide any number by zero.
- (100) **End of file.** You have tried to read data from a file which has no more data. Use the EOF command to check when this is going to happen.
- (10) **End of program.** AMOS has reached the end of the program.
- (3) **Error not resumed.** See below.
- (8) **Error procedure must RESUME to end.** You have exited an error handling procedure without using the RESUME command.
- (0) **Out of stack space.** After about 50 recursions, the stack may get clogged up. Try not to nest too many PROC calls or GOSUBs.
- (79) **File already exists.** You can't RENAME a file to be the same as a file that currently exists.
- (97) **File already opened.** You cannot open a file more than once. Well, you can try, but then you get this message.

a registration, simply by answering the questions which appear on your screen.

QUICK FIX

From: Chi-pa Choi, Waterlooville, Hants.

At the end of last year I discovered that my Quickshot Maverick 1 joystick for the Amiga could operate as a two-button joystick when put on the 'D' setting (that is not the setting given in the instructions). It seems to work fine, but will this damage my computer in any way?

If it isn't broken by now, it is unlikely to break in the future. Generally it isn't a good idea to fiddle about with non-Amiga settings on things like mice and joysticks. Although there aren't any machines that I can think of which would have a vastly different mouse port, there is potential (I don't think that's an intentional pun) there for a connection that would short out the positive and ground connections which could be nasty.

NOSTALGIA TRIP

From: Leslie Stewart, Jarrow, Tyne and Wear.

Before I bought my A600 last Christmas I had a Spectrum +3. As mad as it may sound, I would still like to play some of my old games. I have a Spectrum emulator and some disks of games from a PD company, but I want to play my games. How can I access my original disks?

There is no way of using your 3-inch disks on the Amiga, unless your emulator includes a device driver for a 3-inch drive and the drive itself. The only way to transfer the software is by somehow transferring the data from these disks to the Amiga. Theoretically you could do this via a serial link between the two machines, sending the con-

LEW'S CORNER



Lew Eggebrecht, Commodore's chief of Engineering.

From: John Kavonius, Basildon, Essex.
I have heard that the CD³² emulator for the A1200 will be a trapdoor expansion. Will I be able to use it in conjunction with the A1230 which I am thinking of getting.

Also, will the CD expansion provide a full emulation of all CD³² software? I have heard that the card will not include the Akiko chip and that this will be emulated in software - won't this be a bit too slow to run the software properly, in particular because many games will want to make use of the chunky to planar graphic conversion?

Please help as I am unsure whether I would be better off selling my A1200 and getting a CD³² instead.

LEW SAYS:

As you are aware the Amiga1200 has room for only one expansion board in the trapdoor space. The CD-ROM drive we are planning for the A1200 will use this slot. Therefore other expansion boards cannot be used. The adaptor will contain the Akiko chip and this will fully support all CD³² software, including software which uses the chunky pixel to bitplane hardware in the Akiko.

tents of the disk from the Speccy as a binary file, but many games have heavy copy protection so this won't be that easy unless you have detailed knowledge of Z80 machine code.

Probably your best bet is to get in touch with the people who wrote the emulator and tell them what games you have. Although still strictly copyrighted, many of the games you have were published by companies that no longer exist, and if you are not going to actually distribute them to anyone else there should be no problem (but don't tell anyone I said that).

IN SYNC

From: R Moffat, Coalisland, N Ireland.

I have acquired by various means a PC VGA monitor which I would very much like to use with my Amiga. Unfortunately the connector is of a type that is much smaller than the Amiga's RGB connector. Is there any way of converting this? Also, I

have been told that I won't be able to use low resolution images with this. Is this true?

If your monitor is VGA-only then it will only sync at the higher screen rates, which basically means you can't use it to display normal low-res screens. But Workbench has a way around this. By using the VGA-only program with Workbench 3, mode promotion is engaged which attempts to display all screens in a VGA-compatible signal. This will only work if you can go through Workbench first, though, so many games will not be able to run on a VGA monitor although all your applications software should be fine.

The connection problem is easy. Commodore produce a convertor for use with the A4000 (although it works on any Amiga) which should be available from any Amiga dealer. Why not try contacting Silica on 081-309 1111.

Continued overleaf

(95) **File format not recognised.** The LOAD command can only be used with proper AMOS files. You need to use BLOAD for other file types.

(91) **File is protected against reading.** The file is read-protected, see below.

(90) **File is write-protected.** The write-protect flag is set on the file you are trying to alter. You can use PROTECT from AmigaDOS to change this.

(97) **File not opened.** You must OPEN IN, OPEN OUT or APPEND a file before you can read or write data to it.

(98) **File type mismatch.** You have used a command that will not accept the data from the current file.

(52) **Flash declaration error.** There is a mistake in the string which defines your FLASH command.

(37) **Fonts not examined.** You have to use GET FONTS before you can use SET FONT.

(94) **I/O error.** There is a read/write error on your disk.

(31) **IFF compression not recognised.** The IFF file that you are trying to load is not being recognised. Try loading the offending file into Deluxe Paint and then saving it out again.

(66) **Illegal block parameters.** You have incorrectly specified the parameters for a GET BLOCK or PUT BLOCK command.

(23) **Illegal function call.** You have entered values which are not permissible for the particular AMOS command.

(49) **Illegal number of colours.** You are trying to use more colours than you specified with the SCREEN OPEN command.

(48) **Illegal screen parameter.** The minimum screen size is 32 x 8 pixels.

(99) **Input too long.** You have tried to input more than 1024 characters using INPUT#.

(40) **Label not defined.** You have referred to a label which has not been correctly defined.

(5) **No ON ERROR PROC before this instruction.** You can only use RESUME after an ON ERROR PROC command.

(41) **No data after this label.** When using the RESTORE command, no DATA was found on the line specified or any subsequent lines.

(93) **No disc in drive.** Guess!

(73) **No zone defined.** You need to RESERVE ZONE before you can use SET ZONE.

(27) **Non dimensioned array.** You are trying to refer to a variable as an array, but it hasn't been DIMED yet.

(92) **Not an AmigaDOS disk.** Essentially the same as a Workbench "not a DOS disk" message, except with a different spelling.

(68) **Out of Beer.** You didn't have enough Guinness at lunchtime. A very serious error.

(33) **Out of data.** You have tried to use the READ command more times than you have actual data in DATA statements.

(24) **Out of memory.** Your Amiga thinks you have run out of memory. If you think you haven't, this could be a result of garbage filling up the RAM. The best way to get around this is by saving the program, exiting AMOS and then loading up the program again.

(11) **Out of variable space.** Normally there is 8K set aside for variables, but this may not be enough. You can increase the amount available to you by using the SET BUFFER command at the beginning of your program.

(29) **Overflow.** Your sum is too big for an AMOS variable to deal with.

(9) **Program interrupted.** This isn't really an error, it is just to let you know that you have pressed control-C which halts the program.

(1) **Return without GOSUB.** The program has come across a RETURN, but doesn't remember ever having got a GOSUB command.

(75) **Rainbow not defined.** Before trying to use a rainbow, it best to set it up with the SET RAINBOW command first.

(6) **Resume label not defined.** You have specified a label in a RESUME statement that doesn't exist.

(7) **Resume without error.** Unless an error has occurred, there is nothing for the RESUME command to do.

(69) **Screen already double-buffered.** There is no point using the DOUBLE BUFFER more than once on a screen.

(47) **Screen not opened.** You have tried to access a screen which you have not yet opened.

(51) **Too many colours in flash.** You can only have up to 16 colours in a FLASH command.

(34) **Type mismatch.** You have assigned an illegal value to a variable.

(50) **Valid screen numbers range from 0 to 7.** Guess what, you can only have eight screens open at once Mr Greedy.

(61) **256 characters for a wave.** Audio waves can only be generated by a list of 256 bytes, no more, no less.

That should do it for this month. Keep sending in your queries and I'll try to get through as many of them as possible. Until next time, happy coding.

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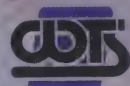
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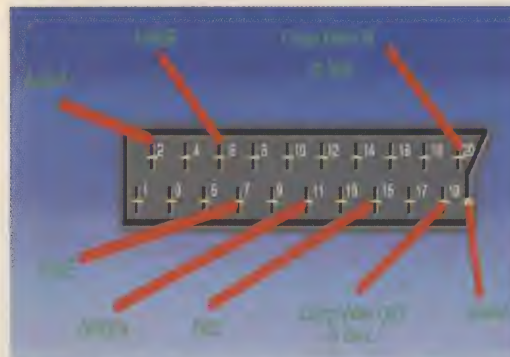
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In depth explanation HARD DRIVES



The absolute final and last ever SCART diagram that will appear in these pages (well, this month anyway). Note possible dual purpose pins 19 and 20.

SCART ATTACK

From: Mark Bradley, Brierley Hill, West Midlands.

I have recently bought a SCART socketed 14-inch TV only to find that it has a non-standard SCART socket so that a standard SCART lead just produces a rolling picture on my screen. Can you tell me the connections that need to be made so that I can make up a cable, because it is very annoying to have to use the UHF output.

I don't really see the point in a non-standard SCART socket myself. The whole point is that the connections are standardised. Are you sure that the TV is capable of displaying the signal you are sending? If it uses RGB you are laughing, as this just connects to the 23-way D socket on the back of the Amiga.

However, it may be that the TV can only accept a composite input, which would mean using the phono socket for composite output which is built in to the modulator. The diagram above shows the correct SCART connections for you and everyone else who is always asking about them. Note that this is now version 3 of the diagram, which includes the composite in and out pins. I have shown both because most SCART to SCART leads swap pins 19 and 20 around, so you may wish to connect your output to pin 19 rather than 20. These pins are also used for the sync signal when using RGB.

MONO VIDEO

From: R Bevan, Atherstone, Warwickshire.

Following a letter in *Amiga Format* 50 about transferring graphics on to videotape, I've tried this by connecting a phono lead from the Video Out of the 520 unit to the Video In on my VCR. It works, and the picture is OK, but the colours are a lot duller than they appeared on my monitor.

Also, when the recorded picture is in any mode other than 'play' the picture seems to lose all colour. Would using a genlock directly connected to the Amiga RGB port improve the output, even if I didn't use it to overlay graphics?

The reason you are losing colour is that the A520 modulator does a fairly pitiful job. If you connected the composite output to a vectorscope you would be horrified. Connecting up the Amiga via a genlock should give a better result, assuming you used a decent genlock. You can get RGB to composite transcoders to do the job, but they are expensive. There are replacement modulators for sale but don't buy until you see a review in *AF*!

Continued overleaf



There is one single peripheral which will totally transform the way you use your Amiga. That device is a hard disk drive, and here are 16 jolly interesting things you may or may not have known about them.

1 There are two main types of hard drives for the Amiga - SCSI and IDE.

2 SCSI drives have intelligent interfaces which means they rely much less on the host computer to tell them what to do. This means that they are quite fast, but also makes the interface a bit more expensive.

3 IDE drives are slower because the host computer's CPU has to do some of the work in reading and writing to the disk. They are cheaper though.

4 The SCSI interface is much more versatile than the IDE. As well as disk drives, various other devices such as magneto-optical disks, tape streamers, scanners and CD drives can be added on to a SCSI bus.

5 In general up to seven SCSI devices can be added to a single SCSI interface, by daisy chaining the devices. Usually only three devices can be added to an IDE interface.

6 The A1200 and A600 both have a built-in IDE interface, which means that you only need to buy an IDE mechanism and the correct cable to add a drive to these machines.

7 The A4000 also has an IDE interface and an IDE drive installed. Commodore have configured the driver for this interface so that it treats the drive as a SCSI device (for better software compatibility) but this does not mean that you can add SCSI devices directly to this interface.

8 The most popular external drive for the A500/A500+ was the GVP HD8+, which was a SCSI drive. This drive also enabled the user to add extra memory.

9 Commodore produced their own hard drive for the A500, which was imaginatively called the A590. This also allowed extra memory to be

added. Although the drive had a SCSI interface it was quite slow because it actually contained a modified XT drive.

11 Hard drives can be partitioned, which means that although you may only have one physical device, it can be treated as a number of different drives by your Amiga. This is very useful when you have a large disk (otherwise it could take an age to load directories).

12 Partitioning drives is also useful, especially in the unfortunate event of something nasty going wrong. If a faulty program or unexpected guru incident destroys all the data on one partition, the other partitions will most probably still be useable.

It is a good idea to get some sort of hard disk utility when you get a hard drive. *Ami-back Tools* or *Quarterback Tools* are very good.

13 Data is stored on hard drives in more or less the same way as on floppy disks, except obviously there is a lot more of it. This is where the new filing systems such as *FFS* and *Directory Cache* really make a difference.

14 Size is always an issue when it comes to hard-drives. Basically you should get the biggest one you can afford. Show me an Amiga user whose hard drive is less than 80 per cent full, and I'll show you someone who hasn't actually connected it up to their Amiga yet.

15 The new SCSI 2 interface will allow data transfer of up to 5.5Mb of information per second - that's nearly six floppies in the less than the blink of an eye.

16 Although much slower, magneto optical devices are favoured by some because they use reasonable cheap removable media - this makes them much cheaper when considering large volumes of storage and also means that you can bung 128Mb in the post!



A sound sampler is a device which analyses analogue sound signals and converts them into digital data which can then be manipulated or reproduced by your Amiga.

SAMPLE SOURCES

From: Adnan Mussad, Rochdale, Manchester.
I am very keen on music and I am considering getting hold of a sound sampler such as Technosound Turbo. What sort of devices can it be connected to in order to sample sounds? Is a sampler different from a MIDI interface?

Most samplers enable you to sample from a one-volt peak-to-peak audio source, such as those found on the 'line Out' sockets of amplifiers, tape decks and CD players. You will not be able to connect it directly to a normal microphone - the signal will have to be amplified first.

MIDI stands for Musical Instrument Digital Interface, and a MIDI interface for the Amiga will enable you to control external MIDI keyboards and other MIDI devices. It does not actually send or receive any sound data, it just controls information. A MIDI interface is entirely separate from a sound sampler, although Microdeal produce a combined unit.

MEMORY MADNESS

From: Tim Jenner, Bromley, Kent.
I have recently purchased a 52Mb GVP hard disk for my 1Mb A500. I really need some more memory for *DPaint IV* and I am looking at the drive's SIMM capacity. My RSL Clock utility tells me that I have about half as much fast memory as chip memory available, so is the fast memory being used for my extra drive and the hard disk as well, or for the programs I have run at startup (*VirusChecker* and *RSL Clock*)?

I have also noticed that when loading *DPaint* the program seems to be loaded into fast memory, but switches to chip memory when the available fast RAM is at about 2K. Does this mean that *DPaint* will utilise extra fast RAM in addition to my present chip memory? Can I install just 1Mb of RAM into the hard disk for now?

Everything to do with your computer uses memory. The drives use memory as a buffer to regulate increases in the speed of data flow. The utilities you run obviously use memory as well. There are three types of memory when it comes to programs and devices: chip, fast and public. Public memory is a sort of 'don't care' memory, so when a program requests it AmigaDOS just assigns whichever type of memory it reckons it can do without.

DPaint likes to use chip RAM for its screens and brushes. It does need some space for the actual program code as well, so it tries to use fast

To the point...

Q What is a macro?

A A macro is a recorded sequence of commands which are stored by a program for later execution. This can save a lot of time or, with complicated commands, an awful lot of page turning in the manual. Many programs now support macros through the use of an ARExx interface, since ARExx has become an integral part of the Amiga's operating system.

Q Can you connect a CD³² to a SCART TV?

A Yes you can. But you will need the correct cable which will be one with a SCART cable at one end (obviously) and three phono cables at the other. These will connect to the composite video output and the left and right audio channels from the CD³². If your TV is not stereo, don't worry because it will almost certainly have an internal mixer for stereo input.

Q When using *TurboPrint* my virus checker warns me that something is trying to alter my capture vectors. Is this bad?

A No, it's good. It means that your virus checker is doing its job properly. It also means that *TurboPrint* is attempting to become memory resident so that all your preferences and the program itself will be available after a warm reset. There is nothing to worry about, although you may wish to stop *TurboPrint* from doing this by toggling the 'Memory Resident' option on the *TurboPrint* preferences screen, just to be sure. If your *TurboPrint* is run at startup there is no real advantage in having it stay in memory after a reset.

Q Will the CD³² expansion for the A1200 be compatible with other formats like CD-i, MacCD, CDTV, CD-G and so on?

A Yes and no. Treating the device as a standard ISO9660 CD drive, it will be able to access data from any disk which conforms to this standard, including CDs for the PC and the Apple Macintosh. This does not mean that an A1200 will be able to run software intended for these machines, just like being able to access PC disks via CrossDos doesn't mean that you will be able to run PC applications from floppy.

However, you can access data via these devices. Specific format emulations which will certainly be supported are CD-G, CDTV (although not all software will work) and possibly Photo CD.

You must understand that machines like the Philip's CD-i run on different processors and different operating systems. The PC can't run Amiga software, the CD-i can't run Mac software, and the CD³² can't run CD-i software.

Q Are there any hardware emulators for the A1200?

A Assuming you mean PC emulators, the answer is no, at least not yet. Some software emulators, such as PC Task reviewed in last month's issue, will work on the A1200, but there is no trapdoor PC emulator yet.

To be fair, it may be a while before one becomes available as the cost of developing one is so great that such a device could not be sold at a realistic price in this country. The only hope is that some nice American company develops one for their home market and some nice distributor imports it to the UK.

Q What is fragmentation?

A When you have a new disk (either a floppy or a hard disk) with nothing on, AmigaDOS can save all your files as continuous blocks of data. But when the disk begins to fill up, it may not be possible to find a free sequence of blocks big enough to save a file in. When this happens AmigaDOS will split the file up so that parts of it are in different places on the disk. This makes no difference to the information in the file, but it does mean that it will take longer for the data to be read from the disk, as the head has to go backwards and forwards to find all the different blocks.

The chief fragmentation culprits are files which gradually get bigger, like word processing documents, database records and the suchlike. Because these files get a bit bigger, they no longer fit in to their original holes, so when the data is saved a little bit will be stored somewhere else.

This soon clutters up the disk and you could notice anything up to a 50 per cent decrease in access speed. The only solution to this problem is to reorganise your disk space more efficiently. Programs such as *ReOrg* and *Quarterback Tools* can 'rationalise' the usage of your disk space and make it work faster again.

RAM for this wherever possible, as most other programs will. Virtually every program will be able to use extra fast RAM, but note that the size and number of screens available in *DPaint* are controlled by the amount of chip RAM you have.

You don't say which drive you have, but the answer to your SIMM question is most likely to be no. There are addressing difficulties which make it electronically complicated to use odd numbered amounts of memory (although some interfaces can handle 1Mb).

THE TICKET FOR LIBRARIES

From: Jane DiFlaviani, Stockport, Cheshire.
I am trying to learn 'C' as part of my computer studies course, but I am having a bit of trouble when it comes to using the library functions (it doesn't help matters that the course is designed for PC users). Could you please simply explain to me how I should go about opening and closing an Amiga library?

Anything for a DiFlaviani. The most likely library you will want to use is Intuition (if you are writing nice Amiga friendly code). And here is how you should do it:

```
struct IntuitionBase *IntuitionBase ;
IntuitionBase = (struct IntuitionBase
* ) OpenLibrary
("intuition.library",0);
If (intuitionBase == NULL ) exit()
; /*couldn't find it*/
....
....
CloseLibrary (IntuitionBase);
```

And that's all there is to it. If you really want to learn how to program in C for the Amiga, I would recommend that you get hold of a copy of the rather excellent C Manual by Anders Bjerrin, which is on a set of disks complete with examples and it's in the Public Domain, so its not going to cost you a fortune.

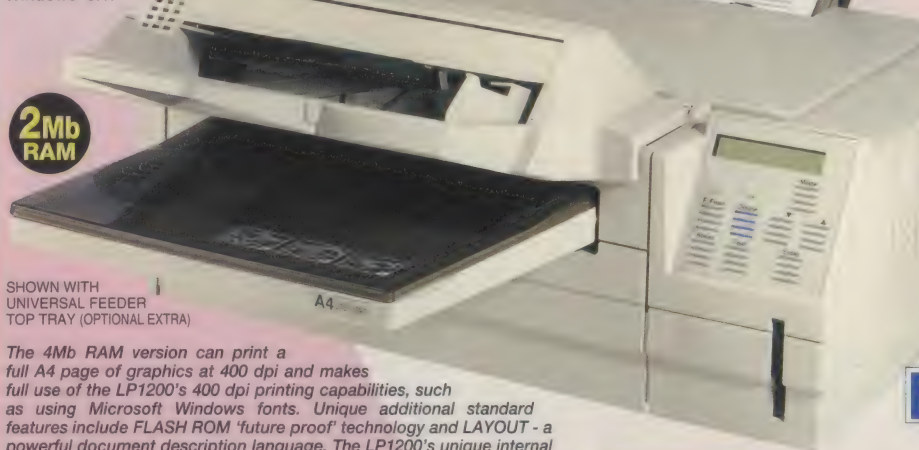
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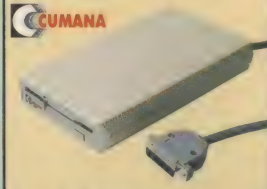
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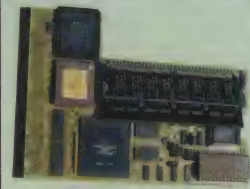


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A WORD FROM THE ED



Pirates! There's not a day when we don't get a handful of letters taking one side or other of the great copied software debate! But recently there has been a change in the tone of these letters. Whereas once they were all of the "games are too expensive so it is all right to pirate" variety. We are now getting a lot of letters from ex-pirates who have changed their ways. We salute each and every one of you.

Our attitude to piracy isn't a goody-goody sanctimonious one. We don't disagree with piracy because we're stringent law abiders, nor do we disdain pirates because we think games don't cost too much. We just want piracy to stop because it seriously threatens the production of future games on the Amiga. We don't want to see all the best programmers developing for the PC or the Japanese consoles.

We do think games cost too much, and we'll continue to encourage the production of better and cheaper games, but prices will only come down if piracy stops!

So well done to all you ex-pirates. You have taken a difficult decision, but we think you have made the right choice. The more of you who stop, the more we will be able to say to the games industry: "We Amiga owners have done our bit, now it's time for you to do yours!"

Cheaper games can be ours, but only if we put piracy to death.

Letters

Have your say! Make your point! Get heard! If you feel a need to share your point of view with other Amiga users, or you just have something witty to say, then write to: Letters to the Editor, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

SHOOT IT UP

OK, OK, so *Zool*, *Rainbow Islands* and *Putty* are all wonderful games to play. And *History Line* and *Civilization* and so on are all very mind-numbingly technical (well, for me anyway). But I'm going out of my mind trying to remember the name of, and eventually find, a very popular Eighties arcade game which is very similar to *Insectoids 2*.

You start off with three spaceships built on top of one another, and as you lose your lives, you lose a ship. After three or four rounds of blasting purple and yellow aliens, you have to dock your ship within a time limit. I even remember the diddly little tune, but unfortunately I can't hum it on to paper.

I've bought nearly every PD classic *Space Invader* game, everything ending in an -oid. Stuck them in my disk drive and drooled with anticipation over my keyboard... only to be confronted with yet another slow moving blaster.

Does anyone remember this arcade wonder? What is it called? And can I get it for ther Amiga?

Michelle Keen, Somewhere

As repositories of vast amounts of tedious and usually useless computer trivia, it gives us great pleasure to have a use for this particular piece of info. The game you remember, and which took so many of our team's 10p pieces before the invention of *Defender* was... *Mooncrester*.

As for good PD versions, does anyone know of one, or even have one?

BRUTAL

I too am an addict of J Mascis' brutal guitar melodies. But no matter how good the hardware, the software or the user, you can't create music like The Velvet Underground, Jesus and Mary Chain, Sonic Youth or Dinosaur Jr using computers.

Rob S. Benfleet

Is that true? What about Young Gods?

IS IT FREE?

I am writing to complain about the 'free' disk you put on the cover of *Amiga Format*. Firstly the disk is not free, as magazines of comparable content relating to video, audio cars and so on only cost around £2. Whereas *Amiga Format* is well over £3.

I think that you should make the magazine available, if only by subscription, without the disk at a lower price. In that case I would probably subscribe.

G D King, Cambridge

Did we ever say the Coverdisks were free? I think not. (Please pedants, don't write in and inform us about the one time we slipped up, the disks cost, and we're aware of that). Those disks cost you almost £1 each. Which is why we pack them with the best game demos, and the most useful full programs and utilities.

Since much of the magazine is devoted to covering things which are on the disk, and we intend to increase this integration, removing the disks would render much of the magazine redundant. Sorry, the disks stay.

DIGITAL PIX

I buy your magazine every month, and have noticed a couple of advertisers selling digitisers and scanners. I planned to purchase one or the other, but wasn't sure which one I should go for.

Then an idea struck me. Conventional cameras store images in memory, then convert them to film. But what if the storage was on disk? For example, you take a photograph and the image is then stored as an IFF on a standard floppy disk. This would require cameras to be built slightly differently, with an extra flat surface which could hold around five 3.5-inch disks. The camera could include an option of how to save the image: hi-res, HAM, 256 colours, and so on. Owning a camera like this would be like having a cross between a scanner and a digitiser, but would be cheaper than either.

Do you think this theory would work in practice? I would like to see your views on this idea.

Daniel White, Walsall

Your idea would work. We know that because Nikon, Hasselblad and Canon have all got working electronic imaging systems on sale right now. The chances are, though, that the more compact Mini Disc will be used for storage rather than a conventional 3.5-inch disk, because it offers far more capacity. These cameras don't save as IFF, because that would limit them just to Amiga usage. They will store in a 24-bit image format.

Continued overleaf

The Gallery
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Graphics

The best image each month will win a huge (and we're talking big) poster print-out, courtesy of Max Graphics of Cardiff - worth a massive £80. Send your entries on a floppy disk to The Gallery, Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

If you need your artwork printed out, give Max Graphics a call on 0222 522332, or write to them at 168 North Rd, Cardiff, CF4 3BJ.

They offer a full range of Amiga output services, including their Colossal Colour system which can print images right up to poster size.



The Boat by Barry Scott. Apologies for wrongly attributing this image last month. Barry - please send us your address.

SHORT? YES! BUT SWEET?

I am very interested in the new Amiga CD³². A CD-ROM drive for the A1200 will hopefully follow shortly. Will it be able to use CDs that make use of the graphics conversion chip and the special joypads? If it plugs into the CPU slot, will it be compatible with existing FPU/RAM boards?

**Nick Davis,
Wolverhampton**

We are lead to believe that the forthcoming A1200 CD drive will be able to run all CD³² software. It doesn't seem likely that it will allow the use of accelerator/RAM boards at the same time, though.

What A1200 package should I buy if I'll be using it for desktop publishing as well as games? I will also need a hard drive - what capacity should I get?

Dave Goodwin, Argyll

The new Desktop Dynamite bundle is the best A1200 package to buy. The Wordworth program included in that bundle is adequate for most people's DTP requirements. We recommend at least 40Mb hard drive, preferably bigger. If you are using lots of different programs or lots of graphics, you may need a 120Mb or even bigger.

I cannot find Getting the Most Out of Your Amiga 1993/4 in any newsagent - please tell me where I can get a copy.

Steven Thomas, Painswick

Turn to page 200 of this issue immediately.

Will there be an A1400 by the end of the year? Commodore seem to be putting all their efforts into CD³², so will it be longer in coming?

Wein Berg, Sweden

The A1400 rumour seems to have been completely unfounded. Commodore International are always assessing the viability of different Amiga set-ups, they obviously didn't think the rumoured A1400 was a marketable option.

There is no such place in Scotland as Irving, it's Irvine.
Graeme McNab, Scotland.

Sorry.

In a CD³² special report on page 17 AF50, you say CD³² only has one competitor - Sega Mega CD, and that CD-i is a joke. Surely CD³² has two competitors?

Frank Mutsaers, Utrecht

Yes, but only one of them is actually selling in any quantities.

Are you planning to give us a tweak for Coverdisk 51b Skidmarks so that we can actually play it?

Adrian Ball, Paignton, Devon

Send your disk to Discopy Labs, Units 2 & 3, Omega Technical Centre, Drayton Fields, Daventry, Northants NN11 5RT, and they will send you a working copy.

Please tell me how I can get hold of the full versions of two of your latest Coverdisk games - Stardust and Skidmarks.

Alex Palmer, Felixstowe

Both games will be on sale through the normal retail outlets shortly. Look out for full reviews of them in Amiga Format.

I am what you would call a "Trekke". Could include more Trek stuff in your magazine, or on your Coverdisk.

Wayne Thorose, Edgeware

Most of us here at Amiga Format are big Star Trek fans, so we try to include a Star Trek element wherever we can legitimately do so. But remember that the Star Trek ships and characters are all the copyright of Paramount, and we cannot just use them where and when we like.

I also read Total! because I have a Game Boy - your addresses are the same. Why is this?

David Khayat, Hove

Amiga Format and Total! are both from Future Publishing.

AF IS CRAP!...

For a number of years I have been a regular buyer and avid fan of Amiga Format, and as such I was interested to read that the layout and format of your magazine was to change. Thus I looked forward to opening the magazine. My interest turned to dismay when I flicked through the pages.

First appearances can be deceiving, I thought, so I began to read in detail. The design of the games pages was terrible. There is no need to make the magazine into a Sega Power clone. I am capable of reading the review in full, and the summary notes in the box at the bottom of the page as I have always done. I can cope with descriptions more wordy than 'funky' and 'fearful'.

Also in the reviews I noticed four maps of my number keys at the bottom of the page. How thoughtful I said to myself, if I ever lose any of the keys these will help me locate them. Of course, I could always use the age old technique of finding them that I have always used. For example when looking for the key 4 I usually find it between 3 and 5. However, I thought perhaps they represent a 1 to 10 rating for that facet of the game. But no, I decided that would be too condescending, EVEN Amiga Format wouldn't stoop that low.

Amiga users in general are not the mindless couch potatoes who use Segas or Nintendos. Indeed most are intelligent, thoughtful, and can read pages with more than one column of text. Furthermore, is there really a necessity to ruin the clean, crisp pages readers have become used to by cluttering them with fancy, mock-pixelised borders?

I hope you take my views to heart and I look forward to a complete reversal to the previous layout.

James Reay, Brampton.

Don't hold your breath, James.

...NO IT ISN'T

I love it! Issue 51 is definitely a change for the better. The colour-coded pages are ingenious, and the new games scores are much easier to understand at a glance. Congratulations to your new Art Ed. Keep up

the good work. I was also pleased to see the return of the second Coverdisk. It's nice to see that in this day and age, a magazine takes notice of what its readers want.

Matthew Noble, Eastwood.

I started reading AF back in the good old days, oh it must have been about issue 25, and I've got every one since. Back then the magazine was perfect.

Recently, however, you were falling apart, and over the last few months I was beginning to think that I was spending my precious pennies from loyalty alone. Life was so dreary and everything seemed pointless. Then I saw AF51, Wowwwwww! It was like all those adverts where everything becomes colourful after you try a certain product. Firstly, back to two disks again, hurrah! And articles like 'Fear, Loathing and Blitz', Marcus ought to get a medal for that, keep up that sort of editorial standard!

No mag is perfect any more, but if you'd just set aside one double page a month for sprockety readers like myself, covering on a revolving Basic, C, Assembler and Comms (or similar subjects), you would surpass even your former glory.

J Levello, Ringwood

Well, what can we say but thanks to you, and the hundreds of other readers who wrote in with that kind of praise. We usually edit the nice bits out of letters, to save space and to not bore you by being self congratulatory. But just this once we thought we'd let you know that we've heard what you've said about the new look Format, and we'll keep trying to make it even better.

BLONDIE

Picture this: An A4000/030 with a 40Mhz processor, 4Mb of RAM and a £800 price tag. A machine with this spec would be very competitive with PCs and Macs, and offer existing Amiga owners a sensible and enticing alternative to upgrading their current machine with third party hardware.

You see, I was planning to get an A4000/030, but have noticed that for the same money I can buy an A1200 with an 80Mb HD and a GVP 1230



Mighty Mouse by Simon Jones of Pencoeed.



Silhouette by Matthew Rowbotham of Wombourne.



The Bar by Karl Moore of Edgebaston.

accelerator fitted with a 40Mhz 68030, 40Mhz FPU and 4Mb of RAM for £200 less. This leaves me in the dilemma of wondering just how much I really value the expansion capabilities of the A4000.

The A4000 set-up I described originally would leave me in no doubt what to buy. Consequently most of my money would end up in Commodore's coffers, rather than with third party companies.

I'm sure many users have already gone down this route, so surely it is time for Commodore to wake up, break the habit of a lifetime, and finally offer us a competitively priced high-end Amiga!

Gavin Rummary, Cambridge

We agree with you. If you don't need the PC or Zorro slots for anything, an accelerated A1200 is a faster, cheaper machine than an A4000/030. And it really shouldn't be the case. If GVP (or whoever else) can give us a 40Mhz 030 with 4Mb of RAM and an FPU for around £500, Commodore should have been able to build it in as original spec for considerably less. So while we don't see this model selling for your £800, it would have been a good spec for the A4000/030 at its current price point.

TWINS

I have found a separated-at-birth couple. I think Duncan Idaho (Spice controller from *Dune 2*) is brother of Norman Lamont.

Toni Orlando, Oxon.

Could it be true? And wouldn't it be nice if Norm went to visit his long lost brother on Arrakis... and never came back?



Some bloke out of *Dune 2*.



Norman Lamont

I AM A RETARD

I am writing in to join in your piracy debate. I agree that programmers do months of work on their games and deserve money for it. But I have 130

games and around 100 of them are pirated. So if it wasn't for pirates I'd hardly have any fun on my Amiga 500+ at all. So long live pirates.

C J Mason, Great Barr, Birmingham

You are scum. If we didn't have a policy at not swearing in print at scrofulous arrogant little dweebs like you, I would tell you to... as it is I just hope you get run over by a bus.

You may be having fun with your Amiga 500+ now, but if you continue to behave in the same conceited, self-obsessed manner that you currently are, there will be no new games in development for the Amiga in less than two years' time.

PICK UP A BOOK

I have noticed an error in issue 51 of *Amiga Format*. It is said on page six that on the *Second Samurai* Coverdisk the books are just for decoration, and that they will mean something in the final game. Wrong!!! As well as being able to fire daggers, once selected there are a number of other weapons at the Samurai's disposal.

The light orange book can activate a sword for Mr Samurai if the joystick button is held down while it is selected. You can only hold one orange book at a time, so if you don't activate one, you can't pick up another. The brown book is magic and is also activated by holding down the joystick button. This makes the whole demo a lot easier, but more enjoyable too.

Neil Clark, Folkestone

We always knew that books expanded the mind, but we obviously weren't aware of their other abilities. Well spotted, and enjoy an Amiga Format T-Shirt and Pin Badge.

MANGA MANIA

I am a Manga fan, and I heard that *Akira* is coming out on CD³². Is it coming out for the A500?

Some of my friends are bragging about their new games like *Mortal Kombat*. Yet if I mention any new games, they say it's coming out on their console soon! Why can't we home computer owners keep our

Continued overleaf

THE MAN AT THE TOP

Keen to increase communication between The Big C and the Amiga community, Commodore UK's General Manager David Pleasance will be replying to your letters personally on a monthly basis.



More care for Commodore customers

I have been a customer with Commodore since the launch of the Vic 20, and an Amiga owner since the A1000 - my commitment to Commodore is total. However, as far as their customer service is concerned Commodore need to learn a few lessons from other firms.

I have now been waiting seven weeks for a repair to my Amiga 4000/030. The first repair was only half completed because Commodore had not supplied Wang with all the requested parts. And the repair only lasted two hours before the machine crashed again.

I have contacted both Commodore and Wang over 20 times with no result. I have also written to David Pleasance, but have received no reply. I am aware of the amount of faults on the A4000, but I don't feel that this is good enough reason for this type of delay.

Stephen Bennett, Dudley, West Midlands

Thank you for being such a loyal and longstanding Commodore user. May I apologise for not replying to your letter, but I have never received it. Whether it has been mislaid in the post, or at Commodore, I cannot say. Needless to say if you forward a copy of this letter to me it will receive my immediate and personal attention.

There have been problems on delays in repairing Amiga 4000s due to a shortage in spare parts. However, this has now been remedied. I have asked for a full report of your case from Wang which is being forwarded to our technical support manager. If you could contact him, he has been fully briefed and will ensure that your situation is quickly and satisfactorily resolved.

Hungry for AGA chipset details

I am a strong supporter of the Amiga and would love to contribute to its continuing success. I have been involved with games software development since 1983 and yet now this new wonder machine (AGA chipset) is inaccessible. The AGA chipset has been out for over a year and yet there is still no hardware reference manual. I am aware of the Developer Support program, but this does not cater for games programmers and as such will impede the success of the machines.

To maximise the capabilities of the new machines it is necessary to directly access the chip registers. Is it once again going to be left to the programmers hacking operating system routines to find out how to create 256 colour screens/bigger sprites, and so on?

Please can Commodore provide us with accurate information on how to utilise the new facility of the AGA chipset - this would also mean games will be compatible with future Amiga developments.

L J Willis, Oxon

Up until now it was not possible to get the AGA chipset documentation as they were treated as confidential. But our R & D Centre have now released them to us in the UK. The developer's program does cater for games programmers with every major publisher as members. This is the only way to obtain this technical information, so I recommend that you subscribe. One additional word - programmers who directly access the chip registers in their quest for 'the best' can cause compatibility problems when operating system revisions occur.



Space Craft by Daniel Kersey of Sheffield.

The Gallery
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NEXT MONTH HOIST THE JOLLY ROGER!



This game might only cost you a couple of quid, but it could cost the rest of the Amiga game playing community much, much more!

"THE AMIGA MARKET is on a knife edge... piracy will kill it eventually. I don't think there is any doubt of that." These are the words of Dino Dini, author of *Goal, Kick Off* and *Kick Off 2*.

Is he right? Next month we'll be delving into the murky world of software piracy. We'll be asking actual pirates about their motivations, and finding out if they know, or even care about the consequences of their actions. We'll speak to FAST, to find out how they go about the difficult task of combating piracy. Then we'll ask ELSPA, and the game developers themselves how much damage is actually being done.

IT'S CHRISTMAS (NEARLY)

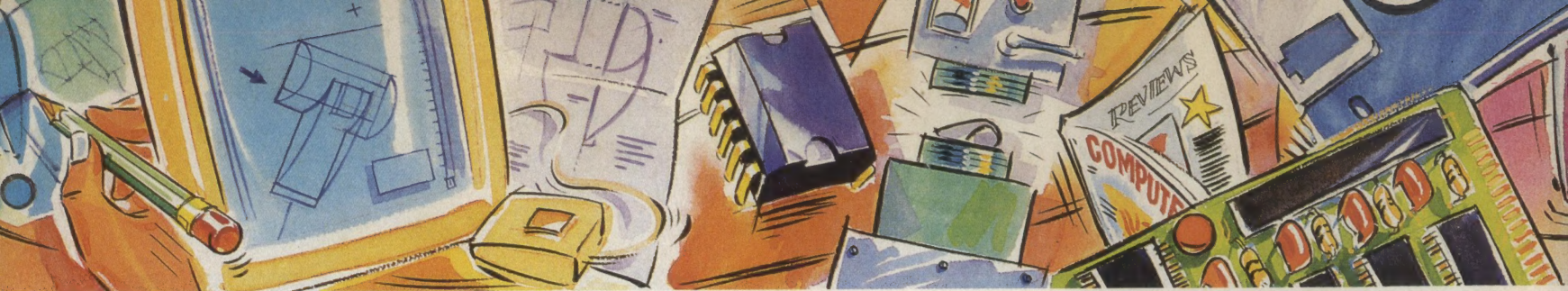
But hey! We won't be spending the whole issue dwelling on the bad things in life, it will be our big Christmas issue after all. So we'll be asking all the most important figures in the Amiga world what they would like Santa to bring them. We'll also be having massive jovial festive round-ups, giving Gamesbusters tips on the top-selling games of the year, trying to work out what will be the Christmas number one, and taking part in a whole lot more festive bufoonery. Don't miss it!

DON'T FORGET THE BOOK!

Oh! And there will be a book on the cover too. Our pressy to you!

ISSUE 54 CHRISTMAS!

WAITING FOR YOU AT YOUR
NEWSAGENT FROM 25 NOVEMBER



poweroptical

128MB Optical Internal	£779
128MB Optical External	£879
128MB Optical Disk	£39.95
SCSI Controller A2000	£129

video backup



Use a VCR as a backup storage advice, 200 Amiga floppy disks fit on to a 4Hr tape which can be used for an alternative hard disk backup system. What's more you can watch T.V on your 1084s monitor.

£60

floptical drive

The Floptical stores 20MB of data on a 3.5" disk (a SCSI interface is required).

Floptical A2000 Kit	£289
Floptical A500 External	£389

syquest drive

3.5" Removable HD from Syquest. Each cartridge stores 105MB.

3.5" Syquest 17ms	£739
3.5" 105MB Cartridge	£79

scsi drives

We can supply SCSI or IDE 3.5" drives in many sizes.

52QMB	£169
80MB	£179
160MB	£249
200MB	£349

ide internal

2.5" Miniature internal HD for the A600/A1200, (these drives come complete with a cable and installation software)

60MB Internal HD	£160
80MB Internal HD	£179
120MB Internal HD	£230

icd products

Trifecta 2000 LX Bare	£139
Trifecta 2000 LX 80MB HD	£239
Trifecta 2000 LX 160MB HD	£329
Trifecta 2000 LX 200MB HD	£399
Trifecta 500 LX Bare	£195
Trifecta 500 LX 80MB HD	£295
Trifecta 500 LX 160MB HD	£359
Trifecta 500 LX 200Mb HD	£459

a600 memory

1MB RAM with battery backed clock.

A600 Memory	£39.95
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1.5MB memory

Fully supports 1MB of chip RAM and compatible with Fatter Agnus. (Requires Kickstart 1.3 and above, not compatible with A500+. Your Amiga needs to be opened, this may effect your warranty)

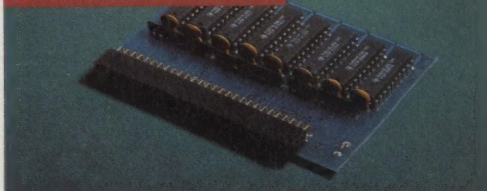
1.5MB Memory	£85
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1MB thru' port

Fully supports 1MB of chip RAM and fully compatible with Fatter Agnus. (Requires Kickstart 1.3 and above, not compatible with A500+. Your Amiga needs to be opened, this may effect your warranty)

1MB Thru' port	£49
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PC501+card



High quality memory card comes with 1MB of RAM on-board to expand your Amiga A500+ to 2MB of Chip RAM. (Fits in the trap-door, does not affect your warranty)

£36

a500 memory

4 Chip 512K RAM expansion with or without battery backed clock. Free software included. (A500+ compatible)

A500 Card with clock	£29
A500 Card without clock	£24

a500 8mb board

Expand your Amiga from 2MB to 8MB of RAM. Plugs into side slot, full auto config. and full through port.

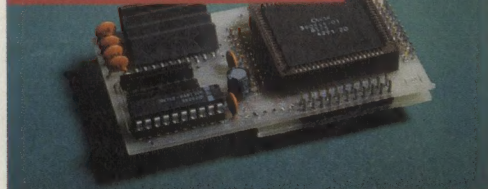
A500 2MB Board	£129
A500 4MB Board	£189
A500 8MB Board	£289

a2000 8mb board

2MB to 8MB expansion for the A2000. Full auto config. and 12 months warranty

A2000 2MB Board	£99
A2000 4MB Board	£149
A2000 8MB Board	£239

new 2MB chip ram



Increase your Amiga's memory to 2MB of chip RAM, including 2MB 8375 Agnus, easy to fit (internal fitting), unlike every other 2MB chip RAM board currently available you A500 trap memory still works! fully compatible.

£159

special offer

PC1208 68882-20MHz OMB RAM board.

PC1208 68882 20MHz	£99
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power drives

All Power Computing's disk drives come with a 12 month guarantee. The PC880B is available with Blitz Amiga, Blitz and X-Copy or Cyclone compatible (this drive is only available to registered owners of X-Copy Professional). The drive comes in a choice of two colours, black and cream.

PC880B with Blitz Amiga	£60
PC880B with Blitz, X-Copy	£75
PC880B with black case (CDTV)	£60
PC880E Economy Cyclone Comp. ..	£49.95
PC881 Amiga 500 internal drive	£40
PC882 Amiga 2000 internal drive	£40
PC883 Dual disk drive	£125

PC880B drive



The award winning external disk drive which includes Anti-click (cures that annoying click), Virus blocker (prevents viruses) and built-in backup hardware. Now available with Cyclone compatible chip.

£60



x-backup pro

Extremely powerful disk back-up utility, uses the latest custom chip design. Hardware designed by Power Computing.

X-Backup Pro	£29.95
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A600/A1200 Colour Scanner available soon

power computing ltd

telephone 0234 843388
facsimile 0234 840234
technical 0234 841882
(technical is available from 2-5.30pm)

epson GT-6500

A high resolution 24-bit colour flatbed scanner from Epson. Scan up to A4 in size on this 600DPI scanner. Comes with PowerScan or ASDG (ASDG is an extra £99). GT-8000 scans up to 800DPI.



Epson GT6500 PowerScan...£699
Epson GT6500 ASDG...£798
Epson GT8000 PowerScan...£1199
Epson GT8000 ASDG...£1298
Document Feeder...£399



Completely re-designed powerful user interface, produce 256 greyscale images (on a AGA machine), scan in 64 greyscales (non AGA Amiga can only display 16), add colour to greyscale images, special effects, new support for 18-bit scanner, add text to scans, available with mono or colour scanner.

£119

power scanners

PowerScanner 4 (mono)...£119
PowerScanner 4 (colour)...£239
PowerScanner 4 inc. OCR...£159
PowerScanner 3...£99
Scanner 4 Upgrade inc. interface...£50
Scanner 4 Upgrade software...£20
OCR Junior Software...£49
OCR Full Version Upgrade...£49

(OCR full version is only available to registered users of OCR Junior)

auto rom sharer

ROM Share...£19.95
ROM Share inc. v2.04...£50
ROM Share inc. v1.3...£39
ROM Share A600...£29
ROM Share A600 v1.3...£55

home music kit

900KHz sampling rate, dynamic filtering, anti-aliasing filter, over 32 special effects and many more

Home Music Kit...£29.95
Midi Interface...£15.95

amiga cd-32



The new Amiga CD-32, 32-bit technology, AGA chipset, 256,000 colours, 2MB 32-bit chip RAM, 14MHz 68EC020 processor, MPEG FMV expansion capability, controller pad and two free games.

£289

amiga 1200

A1200 0MB HD...£295
A1200 60MB HD...£449
A1200 80MB HD...£465
A1200 120MB HD...£519

amiga 4000

A4000 040 330MB HD 4MB...£2229
A4000 030 330MB HD 4MB...£1399
Both systems come with 2MB of chip RAM

colour monitors

Commodore 1084st...£179.99
Commodore 1942...£399.99
Commodore 1940...£299.99
Multi-sync monitors are available EPOA

printer range

Huge range of printers available, Star, Citizen, Hewlett Packard and Epson. Please telephone for prices and your requirements.

chips & spares

Power Computing can supply a huge range of chips and spares, including RAMS for the Amiga, hard drives, power supply, cables etc.

supra modems

Supra Modems come complete with English phone cable, RS232 serial cable, heavy duty PSU and comms software, send and receive fax's, 100% compatible with industry standard 'AT' command codes, free trial offer to various services and V42 bis data compression.

Supra Fax Modem+...£119
Supra Fax Modem 32BIS...£249

electric fingers club

The Power BBS is a bulletin board service. Phone 0234 841503. Speeds up to 16.8K. This service is available 24 hours a day, and its free!

pro software

Home Accounts 2...£39
Deluxe Paint 4...£74
Morph Plus...£149
Real 3D Classic...£79
Real 3D v2...£380
SBase Personal 4...£119
SBase Professional 4...£225
Art Expressions...£149
ProDraw v3...£69
Art Department Pro v2.3...£149
Art Dept. Pro conversion...£59
Vista Pro v3...£49
Makepath (Vista)...£25
Terraform (Vista)...£25
Amos Pro...£35
Amos Pro Compiler...£25
Lattice C v6+...£279
Bars & Pipes Pro v2...£265
Superjam v1.1...£95
Technosound Turbo...£45
Brilliance...£152
Directory Opus...£49
Scala 500...£79
Scala Professional...£185
Video Director...£119
Final Copy II...£80
TurboPrint Pro...£39

miscellaneous products

PowerMouse...£15
Optical Mouse...£29.95
Replacement Optical Mat...£10
100 Branded Disks + Box...£49.95
10 Branded Disks...£4.99
A1200 Dustcover...£5
Intruder 1 Joystick...£29.99
Maverick 1 Joystick...£15.99
Python 1 Joystick...£9.99
Apache 1 Joystick...£7.99

order form



Return this order form to Power Computing Ltd, Unit 8 Ralston Road, Woburn Road Ind. Estate, Kempston, Bedford MK42 7PN

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Telephone No. _____
Description _____
Address _____
System owned _____
I enclose a cheque/PO for £ _____
Credit card No. _____
Expiry date _____
Signature _____
Make cheques payable to Power Computing Ltd

Power Computing's latest 32-bit memory expansion for the Amiga 1200 is now available. The PC1208 combines exceptional value with incredible features. The original PC1204 4MB 32-bit memory expansion is still available, and is exceptional value.

SIMM Technology - The PC1208 uses the latest industry standard 32-bit SIMM technology allowing you to use 1MB, 2MB, 4MB and 8MB modules.

Zero Wait State - The PC1208 never leaves the processor waiting around for data, meaning your Amiga 1200 will run at its maximum speed. Simply adding either a PC1204 or PC1208 to your Amiga 1200 will increase its processing speed by 219%.

Real-Time Battery Backed Clock - Allows files to be date stamped with the correct time and date so that you know exactly when they were created.

Ultra Fast FPU - With the addition of a maths co-processor intensive maths operations will be accelerated by up to fifty times. The PC1208 is the only memory expansion which offers the capability to take either PGA or PLCC type FPU's.

Easy To Fit - Fitted in minutes without the need to remove the computer's case. Does not effect your warranty.

PCMCIA Friendly - Unlike other expansion boards the PC1208 does not conflict with your Amiga 1200's card slot, using the PCMCIA friendly jumper even an 8MB SIMM can be used.

PC1208 Memory Expansion

PC1204 Memory Expansion

PC1208 Bare £70.00	PC1208 FPU's add:	PC1204 4MB no FPU £185.95
PC1208 1MB £115.00	20Mhz 68881 £35	PC1204 20MHz 68881 £219.95
PC1208 2MB £170.00	33Mhz 68882 £80	PC1204 25MHz 68882 £279.95
PC1208 4MB £270.00	40Mhz 68882 £114	PC1204 33MHz 68882 £289.95
PC1208 8MB £465.00	50Mhz 68882 £154	PC1204 40MHz 68882 £299.95
		PC1204 50MHz 68882 £339.95



The XL 1.76MB Internal & External Drive for the Commodore Amiga.



Power Computing's XL 1.76MB Drive* for any Commodore Amiga is now available. The XL Drive includes these many features:

Formats to 1.76MB - Using high density disks you can fit a massive 1.76MB on each disk.

Acts as a standard drive - Insert an 880K Amiga disk and the drive behaves like any other Amiga drive.

Fully compatible - Will read and write disks written on an Amiga 4000 internal high density drive.

Compatible with PC disks** - Also read and write high density PC disks using a suitable device driver.

Compact size - No larger than a standard 880K floppy disk drive.

High quality design - Uses a high quality Sony high density mechanism.

Easy to Fit - The external XL Drive simply plugs into the floppy drive port at the rear of your Amiga. The internal XL Drive simply replaces or adds to your existing drive(s). These drives can be installed in minutes and no soldering is required.

Software compatible - The XL series is fully compatible with all existing hardware and software.

External XL Drive £79.95
Internal XL Drive £75.00
A4000 Internal XL Drive £79.95

*Requires Kickstart 2 or above. **Requires Workbench 2.1 or above.

48Hr delivery **£2.50**, 24Hr delivery **£4.50**

Parcel Post delivery **£1** (Orders under £50 & UK mainland only)

Specifications and prices subject to change without notice

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Goods are sold subject to our standard terms and conditions of sale and are available on request.

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